MESSIAH™

Doug Radcliffe and Paul Schuytema

OFFICIAL STRATEGIES & SECRETS™

The Only Official Guide from

Interplay™ BY GAMERS. FOR GAMERS.™ Shiny ENTERTAINMENT™ and SYBEX®

MESSIAH
OFFICIAL
Strategies & Secrets

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Doug Radcliffe
and Paul Schuytema

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To Kim, for your friendship, patience, and dedication.

—Doug Radcliffe

For Carli, my own little cherub with a devilish streak.

—Paul Schuytema

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—Doug Radcliffe

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—Paul Schuytema

A Letter from the Publisher

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Dan Brodnitz
Associate Publisher

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Introduction

"When I sleep I dream the same dream. I dream I'm dying. Every night I watch myself die as if I'm the killer, and as I kill myself I experience happiness and joy, but as I die I scream in horror and fear. Every night I dream the same thing, and as the nights go on I get scared. I really shouldn't have any fear of dying for I dwell within the nirvana of heaven and I've walked in the valley of death. But maybe this isn't a dream..."–Bob

On the other side of the moon, an apocalyptic cult known as the Fathers has created a portal leading to Hell and Satan himself. In their misguided delusional teachings, the Fathers have theorized that God is too powerful; it's Satan who should prove the easier subject to study and hopefully control. God has kept tabs on their plans, understands the Fathers' intentions, and conceived an appropriate defense: the baby-faced, yet cunningly powerful angel known as Bob.

To acquire knowledge about the Fathers, God creates Bob, an angel with no human soul of his own. In order to fulfill his destiny, Bob has been endowed with the special talent of entering the bodies of the living. Once he attains this information about the Fathers, fate will kill Bob so he can return to God and convey their plans. However, the Fathers have already anticipated these plans and God will lose if Bob fulfills his destiny. Is God doomed to lose to the Fathers and their diabolical master? Can destiny be changed?

Shiny Entertainment's *Messiah* combines elements of action, adventure, and strategy to create a ground-breaking game where it takes as much brains as it does brawn to complete all gigantic levels. Players assume the role of Bob, God's chosen cherub, and infiltrate the tightly knit cult of the Fathers to restore order to a chaotic world. To accomplish God's commands, Bob must possess other humans and use them as a vessel for his master's will. Fortunately for you action fans out there, God's will includes the use of flamethrowers, machine guns, and disruption grenades.

Restoring order won't be easy. But, before you give up and allow Armageddon to consume the planet, allow this official *Messiah* strategy guide to shepherd your way. Written with the full support of the Shiny Entertainment and Interplay design teams, *Messiah Strategies & Secrets* provides strategies to enhance every facet of your game.

How to Use This Book

The following sections provide a brief overview of the chapters you'll find inside the official *Messiah Strategies & Secrets* guide. Study the control and combat strategies revealed in the first two chapters, then dive into the weapons and character tactics to

apply the knowledge you've gained. When you're prepared, begin your messianic duties by following the level walkthroughs outlined in the final section.

Part 1: The Basics of Bob: Messiah Boot Camp

Before beginning your divine mission, head into Chapters 1 and 2 and introduce yourself to several fundamental *Messiah* concepts. Inside you'll find important information on control schemes, interface elements, and combat techniques like circle strafing and taking on multiple enemies. Once you've absorbed the control and combat basics, you'll apply those techniques to using weapons and possessing characters. Chapters 3 and 4 offer the complete statistics and strategies for all of *Messiah*'s primary and secondary weapons, as well as for each of the playable characters you'll encounter.

Specifically, Chapter 1 focuses on control concepts. Guiding Bob through the complex levels can often be a challenge in itself. Here you'll learn how to set up a comfortable, and effective, control scheme, how to get the most out of Bob's limited little wings, how to use stealth, and how to interact with the environment.

In Chapter 2, you'll take the control techniques learned from the first chapter and apply them to combat situations. Though Bob spends plenty of time ducking behind crates and staying hidden, you'll inevitably need to possess a new character and use either fists or a weapon on occasion. Here you'll learn hand-to-hand combat and projectile aiming skills, how to take on multiple targets, and how best to escape when Bob's in over his small angelic head.

Chapter 3 features a comprehensive list of the primary and secondary weapons found in *Messiah*. A complete inventory of statistics and strategies on how to best utilize each device accompanies each weapon description.

Chapter 4 covers the various characters Bob encounters during *Messiah*. It's here that you'll find specific strategies for possessing and using each person. Many situations require the use of a particular character; this chapter guides Bob into the proper host at the proper time and supplies essential information you can't acquire anywhere else.

Part 2: The Path of Bob: Mission Walkthroughs

Chapters 5 through 7 place Bob in the middle of the action. This section takes you through each of *Messiah*'s three parts, providing walkthroughs for all missions,

including the two boss levels. Each walkthrough contains the mission objectives and suggestions about the optimal and alternate paths through the level.

Chapter 5 covers the Old Town maps. The level walkthroughs include Shipping Sector, Downtown, The Outskirts, Sewer, and Laboratory.

Chapter 6 covers the Main City levels. This includes Warehouse, Warehouse Annex, City Streets, Conveyor Zone, Weapons Factory, and Wasteplant.

In Chapter 7, you'll find the Sex City levels, the final five missions of the game. The walkthroughs include Redlight District, Club Perimeter, Club Kyd, Military Zone, and Satan's Lair.

Appendices

Finally, the Appendices contain two companion pieces to enhance the *Messiah* experience.

In Appendix A, you'll find an extensive interview with Dave Perry, president of Shiny Entertainment and creator of *Messiah*. The Q&A covers a wide range of topics, including the technology powering the game.

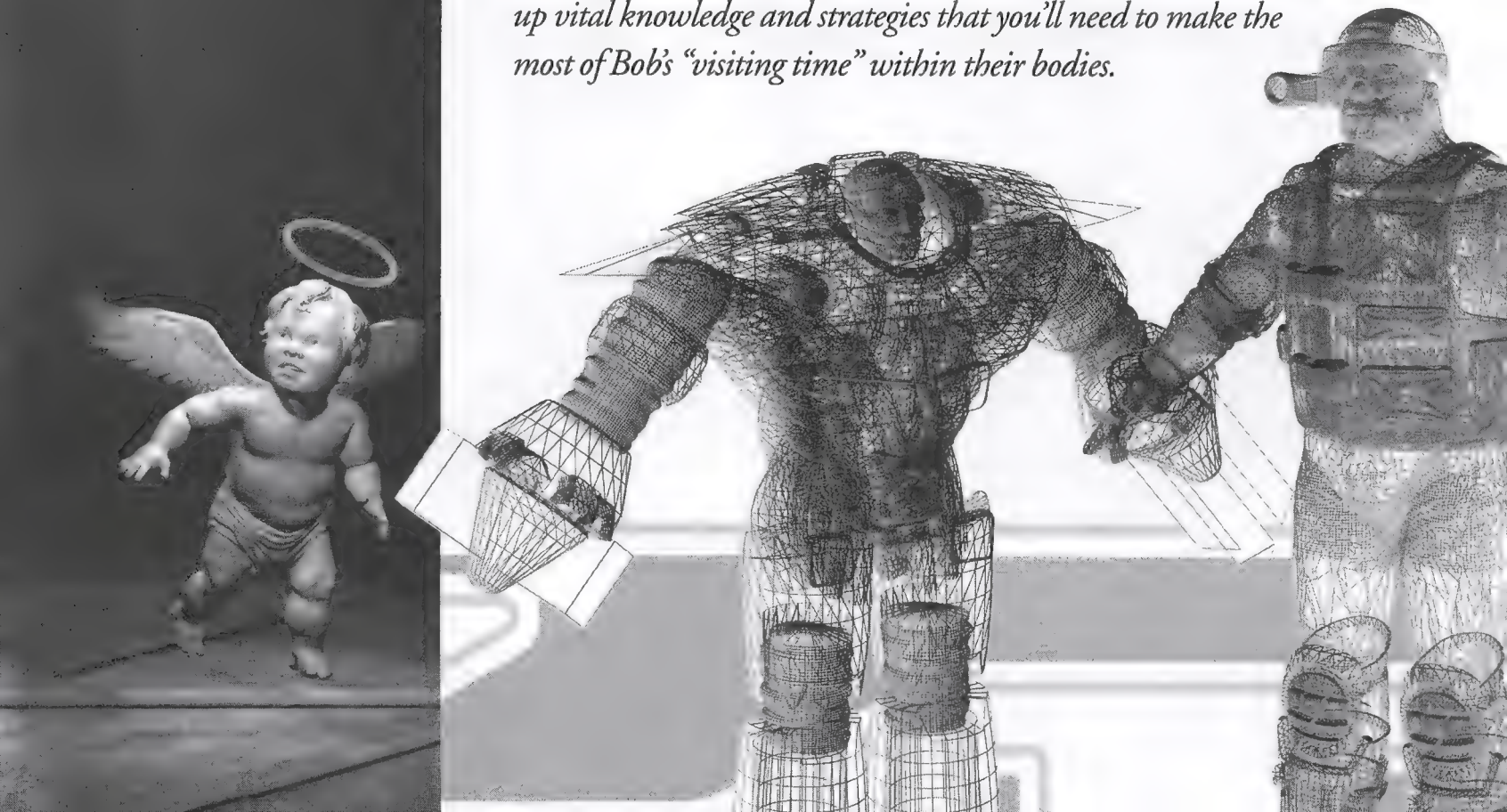
Appendix B takes you inside the *Messiah* community. This includes a list of *Messiah* official and unofficial "fan" Internet sites where you can read news and updates, learn more about *Messiah*'s development, and discuss the apocalyptic action game with others via chat rooms and message boards.

THE BASICS OF BOB:
MESSIAH BOOT CAMP
PART 1

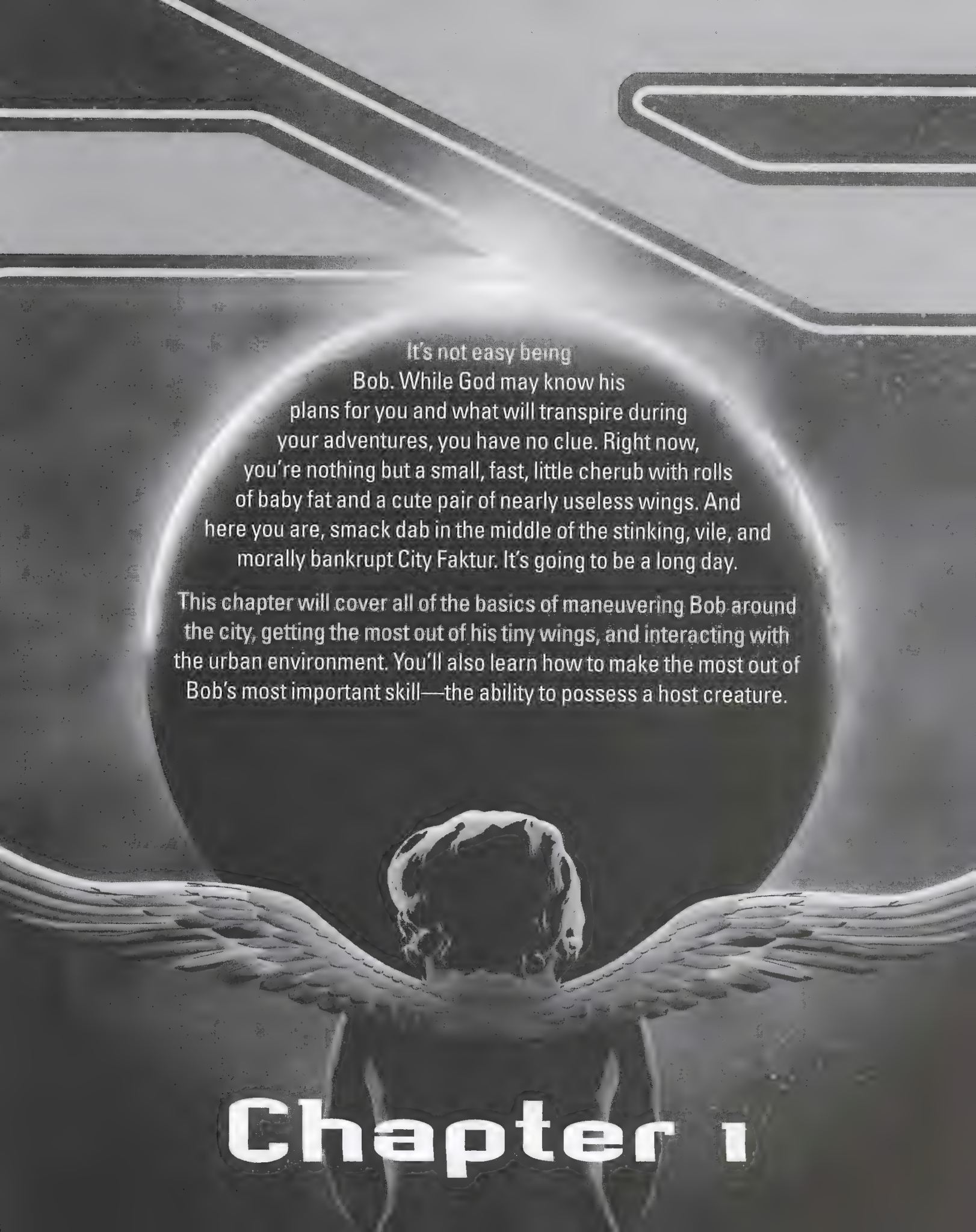
The Fathers have taken the mystery of religion and turned it into just another game, just another conquest. The Fathers have captured Satan and are interrogating him—hoping to learn the ways of heaven and the angels. Into this explosive mix God has sent a savior named Bob. It is up to him to stop these heinous and most blasphemous of crimes.

So how is Bob going to handle these tasks ahead? With your help and the tools and techniques you learn in this book, that's how. Chapter 1 will cover all of the basics on controlling Bob within Messiah. *Here, you'll learn about maneuvering, sneaking, climbing, and your little cherub's limited flight abilities. You'll also discover how to take advantage of Bob's primary ability: the ability to possess another being.*

Chapter 2 introduces you to the hard and cruel world of combat. You'll master evading your attackers and living to fight again another day. Chapter 3 provides you with a user's guide to the myriad weapons systems (and improvised weapons). Chapter 4 introduces you to the citizens of City Faktur and offers up vital knowledge and strategies that you'll need to make the most of Bob's "visiting time" within their bodies.



ON BEING BOB: THE MESSIAH'S STRATEGIES



It's not easy being Bob. While God may know his plans for you and what will transpire during your adventures, you have no clue. Right now, you're nothing but a small, fast, little cherub with rolls of baby fat and a cute pair of nearly useless wings. And here you are, smack dab in the middle of the stinking, vile, and morally bankrupt City Faktur. It's going to be a long day.

This chapter will cover all of the basics of maneuvering Bob around the city, getting the most out of his tiny wings, and interacting with the urban environment. You'll also learn how to make the most out of Bob's most important skill—the ability to possess a host creature.

Chapter 1

Basic Bob

Your first order of business is to learn the basics of control. You'll soon notice that your degree of control will vary widely from character to character. Since your survival depends on being able to control the winged Bob, in both his cherub form and when he's possessing a resident of Faktur, we'll start there (see Figure 1.1).

The Lord works in mysterious ways—the angel-in-training known simply as Bob is sent to Earth to thwart the ominous plans of the Fathers.

FIGURE 1.1

Maneuvering

Your first order of mastery is to get comfortable controlling Bob as he runs about on his short little legs. If you've played action games in the past, you'll no doubt have some ideas as to the most natural way to lay out your controls. If not, play around with the default set-up for a while to see what works for you.

The most important (and basic) movement controls are forward/backward, turning, and "strafe" stepping. By default, all

TIP

You'll find that you have the most turning control if you use your mouse to turn left and right rather than the keyboard.

characters will run as you control them unless you hold down the walk key (Shift by default). You'll want to make sure that you can maneuver your characters accurately by moving forward and turning. In *Messiah*, a fall from a ledge can be deadly, so you don't want to run around like a New Year's drunk—practice control and accuracy.

TIP

The "circle strafe" is one of the most important combat maneuvers (covered in-depth in Chapter 2). To circle strafe, you sidestep one way while turning in the opposite direction. The object is to circle a target while always facing it.

I can't emphasize the importance of the strafe control enough—when you enter a new situation, this sidestep maneuver will be more important than turning. You can step out from behind obstacles to get a good view of the surroundings, and then step right back under cover if an enemy fires at you. This also keeps you facing the enemy at all times.

Bob is the trickiest character to maneuver in the game, due to his high speed and quick turning radius. You'll want to spend time mastering his control, though, because your survival will depend on the ability to evade and quickly get behind enemies.

While running is the default movement mode, walking offers a stealth advantage and will also make your character easier to control. Hold down the Shift key to slow the pace when trying to make your way across a narrow ledge or other dangerous locale requiring precise control. Other than that, feel free to run Bob ragged (you're so light that enemies can't hear your footsteps even if you are running)—he won't get tired and can cover territory much more rapidly.

In addition to basic movements, Bob (and the other characters you can possess) can perform other maneuvers that are quite useful. You can grab a ledge or the edge of a tall box or container if you flap your wings and move forward toward it. You can then climb on top of the obstacle by moving forward. While hanging, you can shuffle left and right by using the turning control (see Figure 1.2).

Bob, being a rather babylike cherub, excels at crawling. Simply tap the crouch/crawl button once (by default, it's the D key on the numeric keypad) and Bob will go to all fours and begin crawling. Tap the key again or jump to return to your feet. You'll move *very* slowly while crawling (and turn slowly as well), but this method of moving allows you to hide behind low

NOTE

The other characters you can possess can't hang from ledges—instead they'll automatically climb up on an obstacle.

To release from the hanging position, flap your wings while moving backwards.

FIGURE 1.2

obstacles and crawl under things like laser trip beams. When possessing another character, you won't crawl, but will crouch instead. You won't be nearly as low to the ground as with Bob, but you'll still be able to hide behind obstacles.

At times, you may also find your "behind-the-back" view a touch too limiting. You also have three other views that should take care of all your "situational awareness" needs: the Freelook, Sniper, and Look Behind modes. To enter Freelook, hold down the Freelook control key (by default, it's Enter on the numeric keypad). While the key is held down, you won't be able to move (so make sure that you're not in the sights of some Cop or Sub-Girl!). As you move the mouse, your view will circle around Bob, always focused on him, but presenting a much more sweeping field of vision.

Sniper mode allows you to focus in from a first-person perspective. If you're possessing a Cop, the Zoom In command is the + key on the numeric keypad, and the Zoom Out command is the – key. When playing as Bob, you only have one level of zoom, which is the basic, unmagnified first-person view.

As a Cop in Sniper mode, you'll have an additional three levels of zoom beyond the first-person view (the other targeting information will be covered in Chapter 2). While in Sniper mode, you can't move forward or back (those controls will pan your view up and down), but you can strafe, jump and crawl/crouch. You can quickly exit Sniper mode by pressing the Leave Zoom command (by default, it's the * key on the numeric keypad).

The Look Behind command allows you to view your character from the front, seeing past and behind him (see Figure 1.3). To use it, press and hold the Look Behind button (by default, it's the Caps Lock key). To return to the default view, simply release the key. While in Look Behind mode, you can move normally.

The Look Behind command gives you a chance to check your six—but beware, because the camera takes a few seconds to lock into place.

FIGURE 1.3

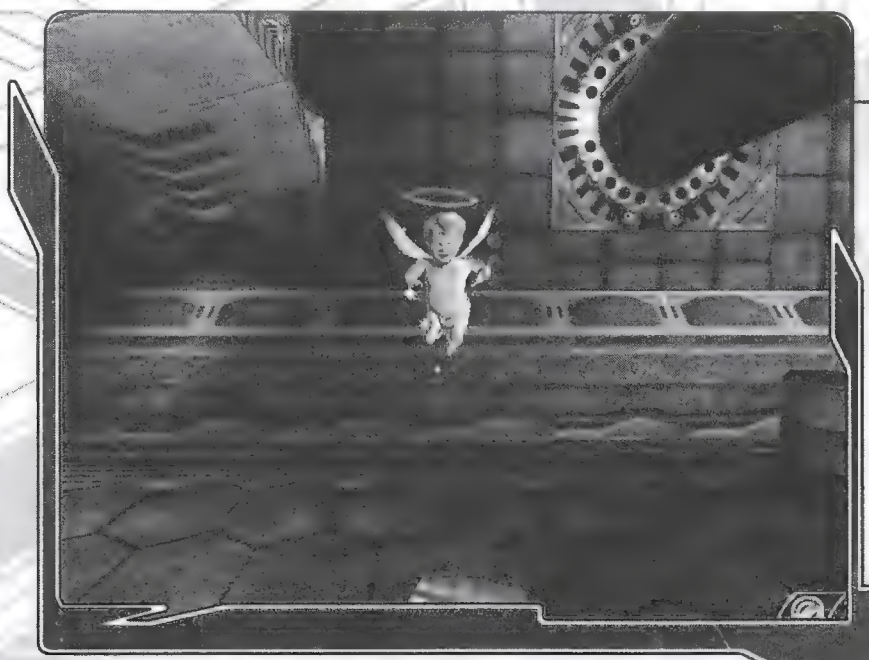
Flying on Fledgling Wings

While Bob does have a nice set of fluffy white wings, he's not yet reached a position of enough prominence to allow for full flight—he is an angel-in-training, after all.

His little wings will allow only short bursts of flight. To flap them, simply tap (or click) the jump command and Bob will rise up into the air a few feet. Try running and then jumping while repeatedly tapping jump—you'll make Bob flap his wings multiple times, but he'll never get enough lift to stay airborne for long.

Since Bob's wings aren't very strong yet, he'll tire out easily. The first tap of the jump command will produce a powerful flap of his wings that will pull him into the air (see Figure 1.4). Each subsequent flap will produce less thrust until Bob touches back down on terra firma. Once Bob's feet touch the ground, his flapping strength will instantly recover (he doesn't stay tired for long), and he can take off on another short flight.

A jump with a few flaps should be enough to help Bob get up to a platform or on top of a box. Also, if you need to get down from a high precipice, flap his wings once and hold down the jump command. Bob will hold his wings extended and begin to glide—you'll not

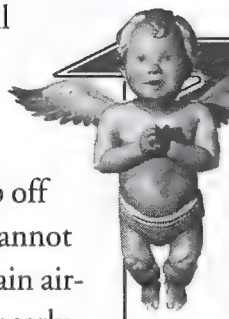


Bob's first flap is the strongest—hold the control down for a touch longer than you might first think to get the maximum lift.

FIGURE 1.4

only make a lot of distance, but you'll land light as a feather.

No matter how fast you pump Bob's wings, you'll eventually sink to the ground. If, however, you jump off a high ledge and flap like mad, you cannot only fly a great distance but will remain airborne for a long time and can reach nearly any area of your current environment.



TIP

To get the maximum out of Bob's diminutive wings, tap and hold down the jump command. Hold it until he reaches the peak altitude of his initial flap and then begin to tap the jump command quickly. With a little practice and timing, you'll be able to get the most out of Bob's proto-wings.

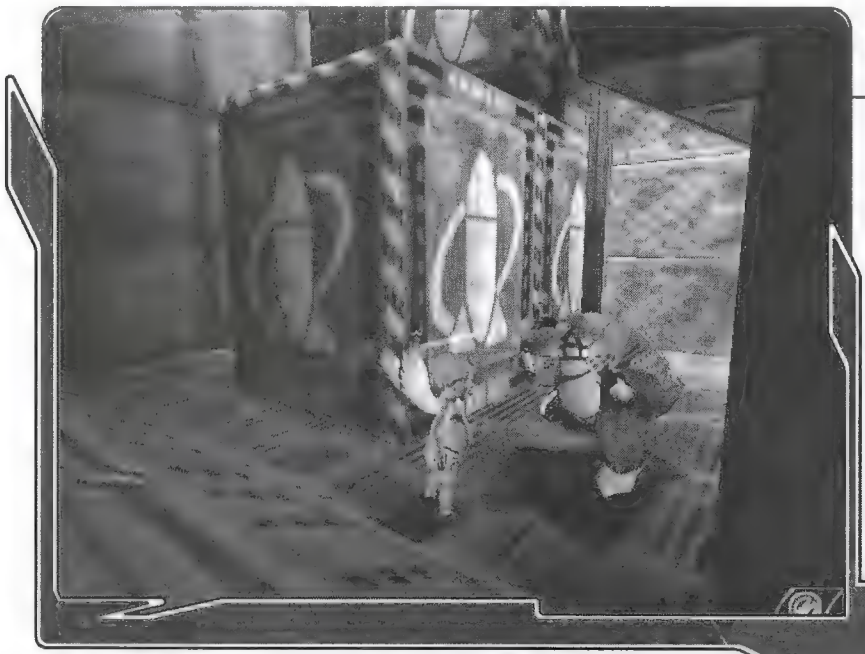
Out of Harm's Way

The Fathers are on to God's plan of sending Bob earthside as the foil for their master plans. As you've no doubt discovered already, Bob is a hunted cherub. While in his natural form, the little guy may be fast, but he is also defenseless. It only takes a few shots from a kill-hungry cop to end his time on Earth. With this in mind, you'll need to adopt a purely defensive posture while in cherub form—and your goal should always be the possession of a "safer" body.

The enemies in *Messiah* are "triggered" by sight (if they have a clear line of sight to Bob) and sound. Fortunately, Bob is so light that he doesn't make much noise at all. If

you're in possession of a larger character, then the sound of running may be loud enough to attract attention, so walk to minimize your sound. Once you're discovered by an enemy and then manage to escape, your foe will search for you momentarily until they lose interest. How long a character stays interested varies depending on the selected difficulty level.

If you've been discovered, you have two primal choices: fight or flight. When playing as Bob, your choice is even more limited: flight. If you're discovered by a noncombat enemy, such as a Nuke Tech or Welder, they won't go after you. Instead, they'll crouch down in a defensive position and attempt to always remain facing you (see Figure 1.5). If you're unlucky enough to attract the attention of an armed foe, such as a Cop or Sub-Girl, then you've got to escape from harm's way as fast as possible.



This Welder has spotted Bob and has decided to take the manly approach of curling up and hiding.

FIGURE 1.5

Once an enemy discovers you, he won't run off and alert others, but if he fires off his weapon, the sound will surely draw the attention of those in the area. If you're targeted by an enemy (either as Bob or in possession of another being), you will see a yellow or red targeting reticule on your body—this is your cue to take evasive action *immediately.*

When trying to escape from a situation (such as a Cop firing at you) as Bob, make a beeline away from your attacker while making short zigzag moves with the

TIP

Hiding in the shadows is always a good idea—darkness makes it harder for enemies to spot Bob.

strafe control. You won't gain any speed while dodging like this (in fact, you'll slow down a touch), so keep it to a minimum while you make your getaway. You'll also find it helpful to jump into the air and flap your wings from time to time—these evasive maneuvers make your little cherub very difficult to hit.

As soon as you put some distance between you and your attacker, duck behind an obstacle and hide until you're sure that you have been forgotten. Then creep back out and resume your adventure.

Interacting with the World

In order to make your way from environment to environment, you'll need to be able to interact with the world to perform such things as opening a door or pressing a switch.

In general, Bob can perform any actions that don't require special skills, such as pressing a button. He'll need to possess another entity in order to interact with complex items, such as a computer keyboard. At the bottom right corner of the screen, you will see an action icon that tells you what actions can be performed and when (see Figure 1.6).

The action icon at the bottom right of the screen will tell you what action you can perform—but it still won't open a locked door.

FIGURE 1.6

When you see an action icon, hit the action key (by default, it's the Enter key on your keyboard) to perform that task. Some require you to hold down the action key and then press either the forward or backward controls. Table 1.1 covers the primary actions you can perform.

WARNING

Just because you see the action icon, it doesn't necessarily mean that you can perform that action successfully. For example, you may see the Open Door icon, but the door may be locked.

TABLE 1.1: PRIMARY ACTIONS

Icon	Action	Bob?	Description
	No action	Yes	There is nothing to interact with.
	Open door	Yes	Attempt to open a door.
	Activate item	Sometimes	Attempt to push a switch or use an item.
	Use elevator	Yes	Use elevator—use the forward and backward controls to indicate either an up or down direction for the elevator.
	Pick up weapon	No	Pick up a weapon. Depending on the context, you may need to use the forward key as well.
	Drop weapon	No	Drop your current weapon. Must use the backward key as well.
	Swap weapons	No	Used to swap your current weapon with one in front of you. Depending on the context, you may need to use the forward key as well.
	Leave Combat mode	No	Used to holster your weapon and leave Combat mode.

Possession 101

While you do possess certain skills (like your cute little flights on dove-soft wings) as Bob, by and large you're as weak as the cherub's body you inhabit. Your primary skill is the ability to enter the soul of another organic being (you can't enter mechanical creatures or machines) and then control it.

Possession Is a Good Thing

Possession provides you with many advantages—once inside someone, you *are* that person to the other residents of City Faktur. While the cops may be out hunting for Bob, they certainly aren't going to shake down every welder and prostitute that they run across.

In addition to providing a great disguise for Bob, possessing another character will provide protection for the frail angel-to-be. Any damage that the possessed being takes while under Bob's control will only be taken by it—Bob will remain unharmed. If the character dies, Bob will gracefully somersault out of the body and continue on his merry way. If Bob himself takes some damage from an over-zealous cop, leaping into a passerby will not only provide protection, but will also heal his health (for more on health and damage, see Chapter 2).

Finally, one of the most important reasons for possessing another being is access. City Faktur is a highly stratified society and access to certain regions is limited to those who are "in the know." By possessing the right people at the right time, you can make your way deeper into the vile city.

For detailed descriptions of the special abilities, specific strategies, and access privileges for all of the characters you can possess in the game, turn to Chapter 4.

Right between the Shoulder Blades

In order for Bob to possess a being, he has to approach it from the rear and jump right up between its shoulder blades. When he does this successfully, you'll see a flash of light while the possessed character's body deforms and twists as it gets used to the new host. Once finished, you are now free to walk about Faktur like any other citizen—the only difference being the golden halo hanging over your head (thankfully, the other residents of the city can't see Bob's halo).

The real trick here is to get yourself in position behind a possession target in order to make your jump. In the best of situations, you'll be in an environment in which you haven't yet been detected. If that's the case, then you'll need to use stealth and careful maneuvering

to avoid being seen by your target (remember, they won't be able to hear you).

Creep very carefully, always striving to keep out of sight, and stop about three feet behind your target. Now, press jump and hold to flap your wings and press the forward command. If all goes well, you should enter your host with no problems. It should be noted that others in the environment will see and react to the massive convulsions of your target during the act of possession (see Figure 1.7).

TIP

One of the best ways to possess a character that is alerted to your presence (and is always turning to face you) is to run right under its legs (or through them), then immediately jump up and backwards. Even though you have to possess a creature from behind, Bob doesn't need to be facing that way for the maneuver to work.

Your host will writhe with wild abandon when you enter, alerting the others nearby with his or her gyrations.

FIGURE 1.7

Should your target see you, he or she will react to your presence. As stated above, non-combat enemies will crouch down, tense up, and strive to always face you. If this is the situation, maneuver to attempt a possession, or run away and hide until their state of alert wears off.

If you've alerted a combat enemy, get ready to make some quick decisions as he or she opens fire on you. As a general rule of thumb, if you're up against only one enemy, attempt

an escape and hide until the state of alert wears off. It is very difficult to both evade incoming fire and get yourself into a possession-favorable position.

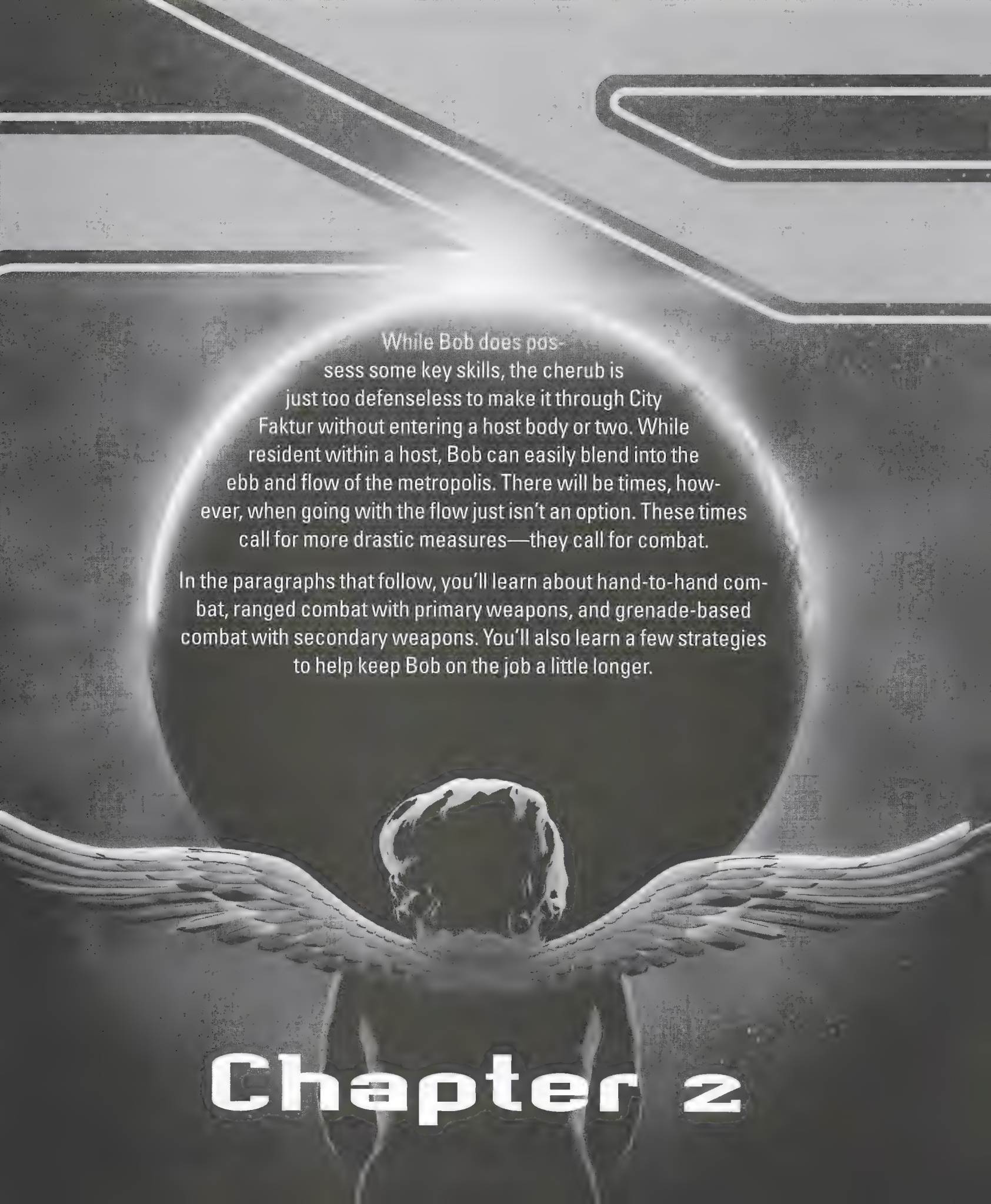
If there are multiple entities in the immediate vicinity (the others may or may not be combat enemies), then it's a good idea to go for a quick possession, even if it isn't your main target. With multiple bodies running around, your chance to dive between some exposed shoulder blades is greatly increased.

TIP

Another safe trick for leaving a host is to use him or her to open a door, which you can then walk though. Before the door closes, leave the host and backpedal the other way. You've now left the host and are nowhere in sight, so he or she will not attempt to hunt for you after the disorientation wears off.

Once you're within a host, you can leave any time by tapping the depossess command (by default, it's the Backspace key). You'll then tumble out of your host's back, leaving him or her disoriented for a few seconds. During this time, it's a great idea to jump into another host or make a beeline for a choice hiding place. There may be times when you want to leave your host's body, but don't want that particular character to be a threat to you after you become Bob. The easiest way to handle this situation is to take the host up on some ledge and jump down—if the fall is significant enough, you'll cripple him and can leave the body without worries.

WHEN BOB MUST FIGHT: COMBAT STRATEGIES



While Bob does possess some key skills, the cherub is just too defenseless to make it through City Faktur without entering a host body or two. While resident within a host, Bob can easily blend into the ebb and flow of the metropolis. There will be times, however, when going with the flow just isn't an option. These times call for more drastic measures—they call for combat.

In the paragraphs that follow, you'll learn about hand-to-hand combat, ranged combat with primary weapons, and grenade-based combat with secondary weapons. You'll also learn a few strategies to help keep Bob on the job a little longer.

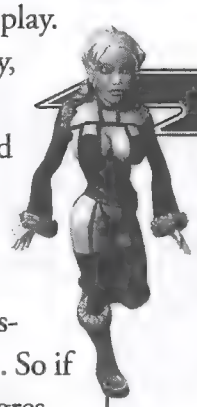
Chapter 2

Core Combat

The sections below feature the ins and outs of the Combat system and how to fight with both primary and secondary weapons. For a detailed description of all of the weapons found in the game, be sure to check out Chapter 3.

Combat Mode

When Bob is out and about on his own, he isn't capable of combat—as an angel, he wasn't created with that "more primitive" form of expression in mind. He's picked up a few bad habits, though, and if you attempt to enter Combat mode as Bob, he'll make a pistol shape with his fingers and simply say "Bang!" Honestly, a cherub in diapers just isn't going to scare anyone in Faktur with that kind of display.



NOTE

If you wander around City Faktur in Combat mode, you'll attract the attention of those around you and will soon find yourself on the receiving end of some "opportunity fire."

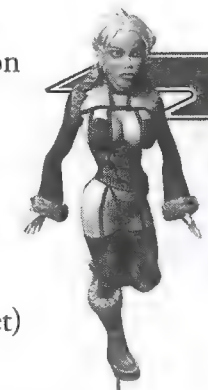
Once Bob has entered a host body, it's a different game entirely. Humans are known for their baser instincts, and combat is one thing they do well. Citizens of Faktur don't wander around the city looking for a fight, however, as that form of natural expression has long been beaten out of them. So if you find yourself in need of a more aggressive approach, you'll first have to enter Combat mode by tapping fire once (by default, it's the Space key). This won't fire any weapon, but it will ready the character for combat. You'll now be ready to fight. The next time you tap the fire weapon button, you'll initiate an attack (either hand-to-hand or weapons-based).

Since Combat mode calls attention to your host, you'll want to holster your weapon (or lower your fists) when you don't plan on using it. To exit Combat mode, simply tap the action key (Enter, by default).

Hand-to-Hand

If a character has no weapons in its possession, it will use hand-to-hand combat. When you enter Combat Mode unarmed, you'll raise your fists to ready yourself for an offensive strike. There are three hand-to-hand attacks: the punch, the kick, and the choke.

When you attack a foe from the front or side from a stationary position and tap the fire command, you'll throw a powerful punch. If you try to throw a punch and you're too far away from your target, nothing will happen. You'll need to get up close to your opponent (within about two feet) in order to actually connect.



NOTE

Some characters will attempt a weapon takeaway move instead of a punch—see Chapter 4 for more details.

If you're moving towards an opponent when you tap the fire command, you'll unleash a kick. You'll need to tap the fire command when you are about five feet away (or closer) from your target to kick, otherwise nothing will happen. If you approach an enemy from the rear and tap the fire command, your character will wrap a powerful chokehold around your foe's neck (see Figure 2.1). If you continue to hold it, you will kill your foe. To release a choke, tap the fire command again. Your enemy will be disoriented for a few seconds, but otherwise fine. If you've left it on too long and he's dead, he'll fall to the ground and you'll return to your ready-for-fisticuffs stance.

The chokehold is a very useful form of disposing of an enemy, since you won't alert other enemies by the sound of gunfire.

FIGURE 2.1

A nonfatal punch will stun your opponent for a second or two. If you unleash a nonfatal kick, you'll knock your opponent to the ground and he'll be stunned for a few seconds.

Hand-to-hand combat requires no ammunition, and all host characters will deliver blows at the same speed and at the same damage level. If you come across a weapon while in hand-to-hand Combat mode, you can simply tap the action key to pick it up.

Primary Weapons

Two kinds of weapons are featured in *Messiah*: primary and secondary. Primary weapons fire some sort of ammunition, be it rockets, flames, or bullets. Secondary weapons are generally grenades that can be picked up and thrown.

All characters in *Messiah* can carry only a single primary weapon at any given time (they may also have secondary weapons). This limitation forces you to utilize your armaments fully. Chapter 3 provides more information to make the most out of each and every weapon in the game.

After you enter Combat mode with a weapon in hand, simply tap the fire command to use it. If you hold down the fire key, you'll continue to shoot at the maximum rate possible.

Targeting

When in Combat mode with a weapon in hand, turn towards an enemy to see a targeting reticule (it'll shift from yellow to red as you move over the foe). If you sweep around a room with multiple threats, you'll see the reticule snap from target to target (see Figure 2.2).

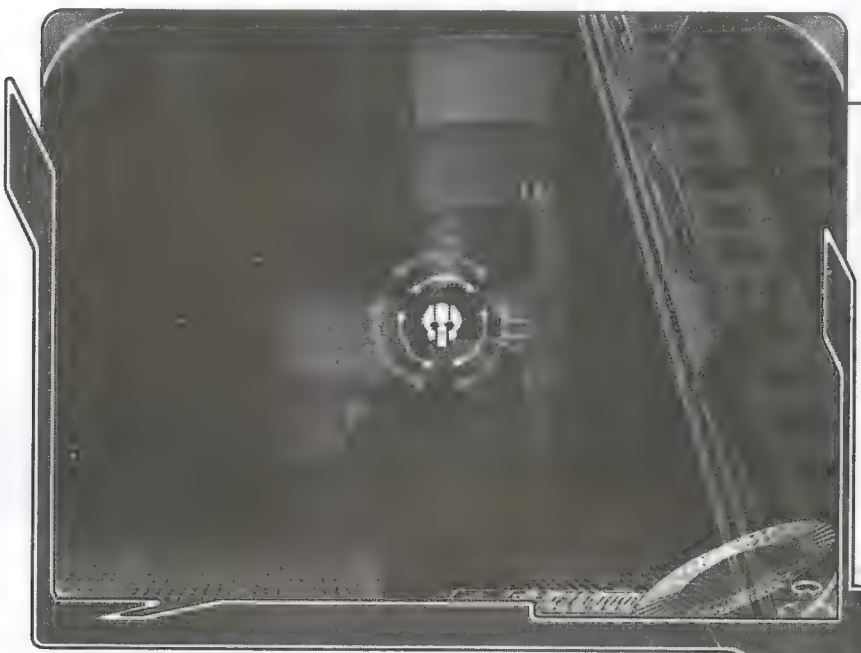
Once in Combat mode, the reticule will automatically snap to the nearest target.

FIGURE 2.2

Once you see the reticule on screen, you're assured of hitting that target if you tap the fire command.

Of course, there are some limitations—if the target is moving, your projectile will hit the spot where the reticule was at the moment you fired, not at the location the enemy will necessarily occupy once the projectile gets there. Also, if you are firing at a distant target with a weapon that has fall-off, you might not harm the target at all (or you may only dish out partial damage). If you turn so that there are no enemies currently targeted, you'll hit whatever is dead ahead (such as a combustible box or the broadside of a barn) when you tap the fire command.

When you enter Sniper mode (see Chapter 1), "auto targeting" is disabled. While in Sniper mode, you won't move, and any movement commands are translated into the movement of the targeting reticule on screen. When you tap the fire command, the weapon will strike wherever the targeting reticule is aimed (see Figure 2.3).



The Sniper mode is useful for one-shot assassination-style kills.

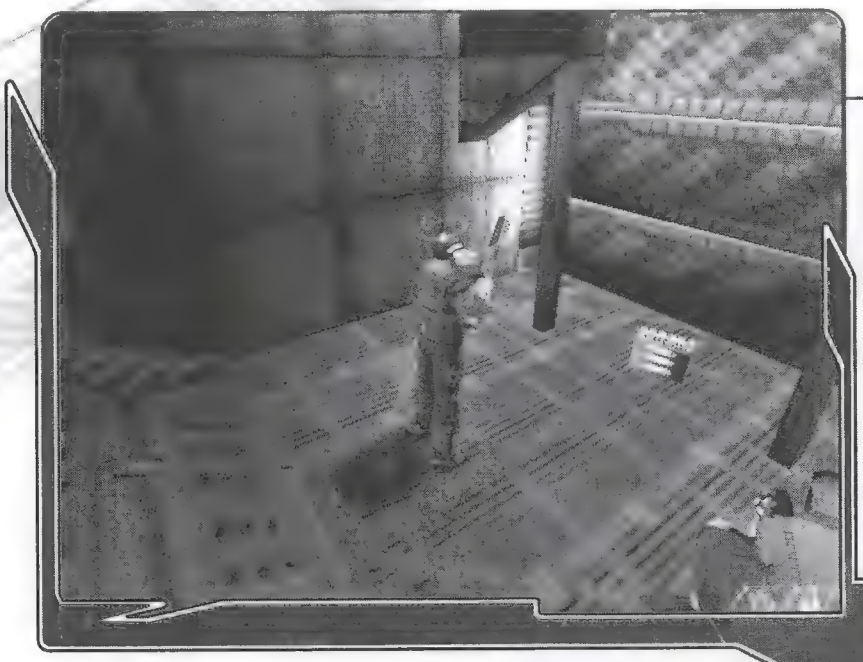
FIGURE 2.3

Sniper mode allows you to utilize deflection shooting: anticipating the movement of your targets and firing ahead of them in order to have both target and projectile meet at the same point. Furthermore, if you're within the fall-off range of your weapon while in Sniper mode, a head shot is *always* fatal. With some practice, these can be deadly tactics against an advancing foe—just don't forget the command that allows you to exit Sniper mode immediately, should your enemy advance too quickly.

Ammunition

Primary weapons use ammunition. What you can find within the game is "generic," meaning that ammo boxes will help load up whatever weapon you're currently carrying. The ammo display at the bottom of the screen is just to the right of the Combat mode icons.

You'll often stumble across ammo boxes within the environments (see Figure 2.4). You must have a weapon in hand (but you don't need to be in Combat mode) in order to pick them up. To grab the ammo, simply run over the box.



Ammo boxes in the game are rare, so grab all that you can.

FIGURE 2.4

Once you change weapons, your current ammo count will reset to match the new weapon, since each weapon stores its own ammo supply. Be aware that *Messiah* forces you to conserve your ammunition. You won't find too many ammo boxes, so be sure to grab them while you can. Don't needlessly burn valuable ammo by firing at nothing. Be sure to blow up every storage box you find along the way, as they'll often leave ammo behind.

Secondary Weapons

All characters can carry secondary weapons. Only Medium Cops, Heavy Cops, Riot Cops, Dominas, Gun Commanders, and Chots (with trench coats) carry secondary weapons as standard issue. You don't need to select the secondary weapons to use them—in fact, you don't even need to be in Combat mode (which has some interesting tactical implications).

If your character possesses any secondary weapons, you'll see the number of them on hand in the status display to the right of your ammo counter. To use these weapons (which are thrown weapons such as grenades and mines), simply tap the secondary weapon command (by default, the 0 key), and your host character will hurl the grenade or mine (there is no auto targeting). You can replenish your supply of these arms by finding special ammo boxes scattered throughout the environments. They're even rarer than standard ammo boxes, so be sure to conserve your supply.

Secondary weapons cause damage over a specified area, so they're far more effective against a group of enemies than a single one. Be sure to face the group of foes before you make your toss and aim for the spot that will dish out the most damage (the center of the cluster of enemies).

Difficulty alert! In Disciple mode, enemies take 25 percent more damage from grenades and projectiles fall-off 25 percent later than normal. In God mode, enemies take 25 percent less damage from grenades and projectiles fall-off 25 percent faster than normal. Enemies will also use grenades liberally in combat in God mode. If you come up against an enemy who uses secondary weapons, be careful; the last thing you want to do is stumble into a mine or a freshly tossed grenade. If an attacker hurls a grenade at you, you'll need to run away immediately. The question is, which way? Logic dictates that you'll want to flee in the opposite direction, but you'll soon discover that a sprint towards him may be the best bet. As you run at the enemy, tap the fire command to enter Combat mode and immediately start shooting. If you're in hand-to-hand mode, perform a running kick to stun your foe.

Health

When your character gets hit (either Bob or his host body), damage is assessed against your current health. The harm a weapon doles out is based upon the damage value (see Chapter 3) plus any fall-off the weapon may have.

Your character's health rating is shown graphically, via the skewed oval health display, as well as numerically (see Figure 2.5). If the health of a host body drops to zero (the host health is the top half of the oval), that body will die and Bob will somersault out of the falling corpse. If you're playing in God mode, Bob dies with his host, ending the game. If your health drops to zero when you are Bob (Bob's health is the lower half of the oval), the little cherub will collapse on the ground and your game will be over.

When attacking an enemy, each hit chews up his health rating. When one hit away from a fatal strike, a skull icon will appear in the middle of your targeting reticule. This is your cue that the next hit (any kind of hit) will drop the enemy. When an enemy dies, he'll drop his current weapon or tool. You can then pick it up or swap it for the one currently in your possession.

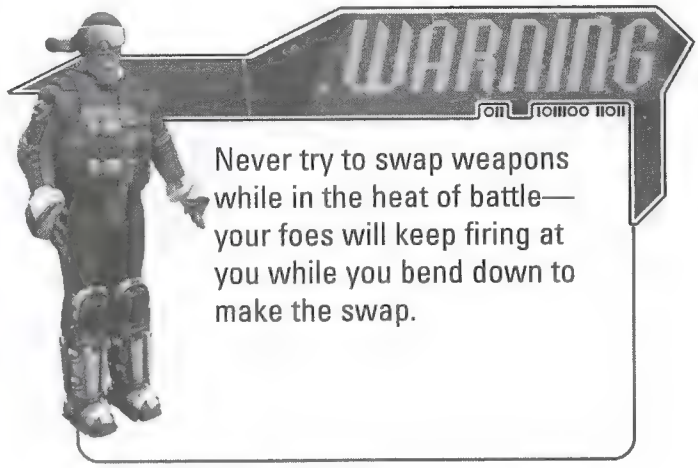
The health meter has two halves—the upper for host characters, the lower for Bob.

FIGURE 2.5

Combat 101

Messiah's combat system is definitely geared toward a sneakier style of battle as opposed to the more "in-your-face" action shooters. This requires you to think a bit more tactically and to make your shots count. Auto-aiming makes things easier on you in the heat of battle, but it also makes "leading your target" difficult.

The best way to handle any combat situation is to go on the offensive and take control. You want to avoid massive "furballs" of multiple enemies all attacking you at once. Approach each predicament with stealth as your first tactic, and always be thinking of your goal. More often than not, this isn't a bloodbath, but to get from point A to point B, it just so happens that there are some foes standing in the way.



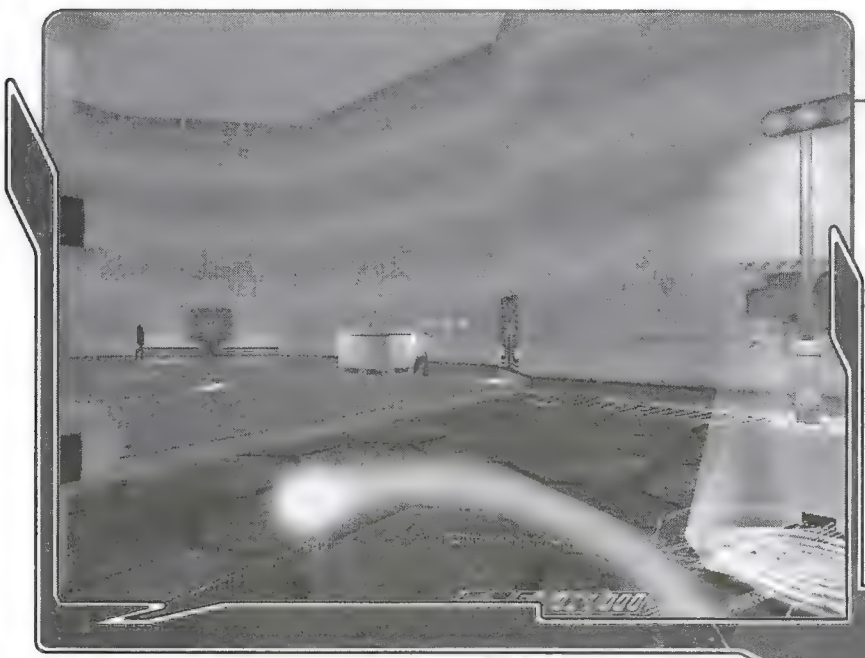
Never try to swap weapons while in the heat of battle—your foes will keep firing at you while you bend down to make the swap.

Whenever you enter a new room or environment, first perform a rapid check of the area—you'll want to

immediately identify any potential threats, defensive positions, and goals (such as exit doors). Even if you're occupying a host that is a "natural fit" in your current environment, proceed with caution and be ready to quickly take offensive or defensive action .

If combat is the only option, take charge of the conflict. Use Sniper mode and go for fatal preemptive strikes whenever possible. Focus on a single enemy at a time and systematically eliminate all threats. If you're being chased, backpedal and make your way around a corner and prepare to fire at a target as soon at it presents itself.

The enemies in *Messiah* aren't dumb—if you fire at them, they'll try to duck behind cover (see Figure 2.6), if available (unless you're playing in Disciple mode, where they'll just charge straight ahead). If they find cover, they'll then try to discover the best path to advance on your position. Be sure to beat them to the punch, courtesy of a rush from behind or a fatal head shot from Sniper mode.



This enemy has popped out from behind a crate and is getting ready to unload a fatal shot into the player's host character.

FIGURE 2.6

Enemies in the game will attempt to fire at you based upon your current position, making no attempt to predict or anticipate your movement. That means that you're sure to take damage if you stand still, but can avoid much of the incoming fire by moving. The best types of evasive maneuvers maximize the change in x-y position relative to your attacker (you want to move as much as possible in the imaginary plane perpendicular to the path of the attack). Closing distance isn't going to help and running away in a straight line will only help mitigate the damage if the weapon being fired has a fall-off.

If you find yourself under attack, determine where the fire is coming from and maximize your evasive maneuvers relative to the direction of incoming fire. When a projectile

leaves the barrel of an enemy's weapon, it will follow the exact same rules as your own attacks—there are no "special rules" to help out enemy attackers. In fact, all characters in the game, from the Light Cop to the Sub-Girl, possess the same attack skills. The skills of the foes only increase if you boost the difficulty level of the game.

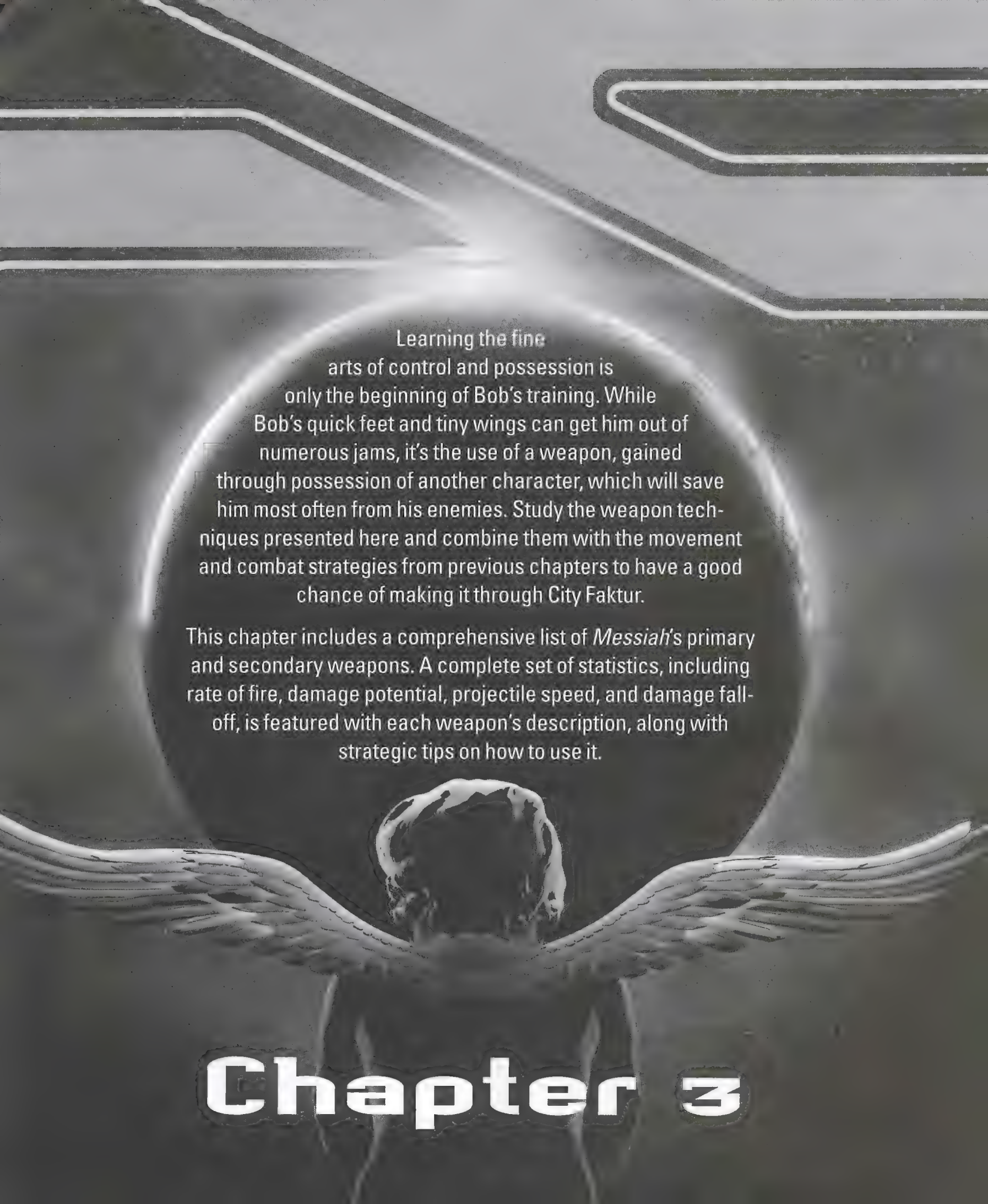
WARNING

Dwellers in the Redlight District will try to sneak up on you and deliver a chokehold in order to "liberate" your weapon. If you find yourself in a choke, jump to break the hold.

If you close in on an enemy, they'll often switch to hand-to-hand combat. If this happens, backpedal and prepare your counter attack. If you don't have any weapons, move in and perform a kick attack. If you have a weapon, keep backing up and firing at your enemy until he drops.

Hosts will continue to use the weapon you left in their hands, even after you depossess them. If you picked up a flamethrower while possessing a Light Cop, he'll hold onto that weapon and use it once you leave his body (assuming he's still alive, that is).

BULLETS AND BLASTS: WEAPON STRATEGIES



Learning the fine arts of control and possession is only the beginning of Bob's training. While Bob's quick feet and tiny wings can get him out of numerous jams, it's the use of a weapon, gained through possession of another character, which will save him most often from his enemies. Study the weapon techniques presented here and combine them with the movement and combat strategies from previous chapters to have a good chance of making it through City Faktur.

This chapter includes a comprehensive list of *Messiah*'s primary and secondary weapons. A complete set of statistics, including rate of fire, damage potential, projectile speed, and damage fall-off, is featured with each weapon's description, along with strategic tips on how to use it.

Chapter 3

Statistics

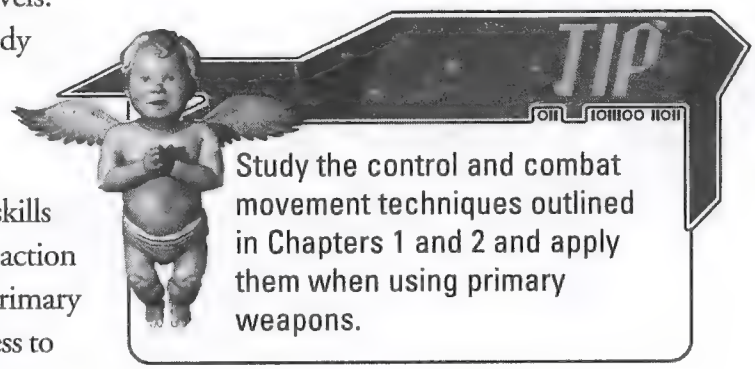
The *Messiah* weapons discussed in this chapter are separated into primary weapons (projectile guns) and secondary weapons (grenades and mines). The table for each weapon displays a series of relevant statistics. Below is an explanation of the terms used in the tables:

- **Rate of Fire**: Number of projectiles fired per second.
- **Damage**: Estimated damage inflicted by each shot. The higher this number, the greater the weapon's damage potential.
- **Speed of Projectile**: The velocity of the projectile in meters per second.
- **Damage Fall-off**: The percent of damage potential that falls off the longer the projectile remains in the air.
- **Initial Ammo**: Amount of ammunition in the weapon immediately upon picking it up.
- **Pickup Amount**: Amount of ammunition included with each ammo pickup.
- **Ammo Limit**: Maximum amount of ammunition the particular weapon can hold.

Primary Weapons

Messiah's primary weapons include projectile or hand-held guns. You gain them by possessing a character currently holding a weapon, or by finding one of the many weapons scattered throughout the levels.

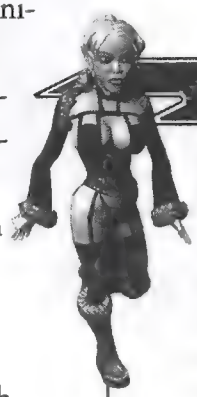
Although stealth and peaceful body possession can solve many *Messiah* situations, there will come a time where you must arm yourself against dangerous foes and put your combat skills to the test. *Messiah* differs from many action games in that you can carry just one primary weapon at a time. You won't have access to



Study the control and combat movement techniques outlined in Chapters 1 and 2 and apply them when using primary weapons.

every weapon in a specific situation. More than likely, though, you'll still have to use each firearm during the course of the game. Therefore, learning how to get the most out of each weapon and every shot is key to surviving *Messiah*'s most dangerous sections.

In intense combat situations, making every shot count could be the difference between life and having to possess another body. Don't haphazardly fire off projectiles, especially with the more powerful weapons such as the bazooka and the harpoon gun. These devices don't hold much ammunition, and if you're wasteful, you could soon find yourself without their explosive services. Search all rooms for additional ammunition packs (each pack provides ammo for whichever weapon you're currently holding) before moving ahead, so you're well prepared to take on the dangers that await.



NOTE

The Armored Behemoth carries his own armaments, as the character is too large to pick up standard weapons. Expect to find the Armored Behemoth with an attached mini-gun and missile launcher.

Don't run blindly into rooms with guns blazing. It's often more important to exercise caution and stealth, especially when entering new areas. Upon arriving in a new location, scan the room for available cover, such as sturdy, unbreakable boxes and crates, wall corners, and pillars. Take cover behind these objects before entering Combat mode. Be prepared to duck, jump, and strafe to avoid enemy fire.

An important element of remaining healthy is combining the art of taking cover with good old-fashioned sniping. If you've possessed a Cop— a Light, Medium, Heavy, Riot, or Gun Commander—you can use the configured keys to enter Sniper mode and zoom in on your intended target. It's important to remember that many weapons aren't useful in this mode; don't bother trying to snipe with the short-range welding torch, bone saw, pump gun, or flamethrower.

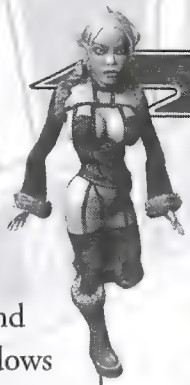
Welding Torch

It probably doesn't come as much of a surprise that the welding torch isn't the Messiah's most effective weapon. Carried solely by the Welder character, the welding torch barely makes a dent in most enemies and won't even tickle the Armored Behemoth. There could come a time, however, when you're stuck possessing a Welder and need something to use against foes waiting ahead, so don't ignore its offensive potential entirely.

The one upside of the welding torch (to offer a tiny counter to the many significant downsides) is that the weapon requires no reload time and carries plentiful ammunition. It produces a constant stream of intensely hot, blue flame that inflicts around 50 points of damage. Its limited range, though, means you'll need to be right

up against the enemy in order to have any effect.

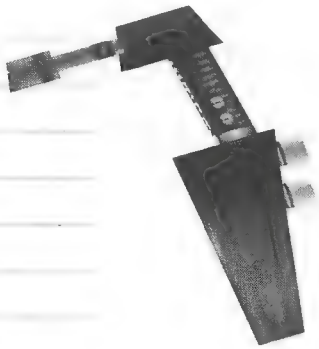
Don't expect to work wonders with the simple welding torch. Use it as a temporary bridge to gaining possession of another, more powerful character. For instance, if you're inside the Welder, keep the torch holstered and sneak around the room, hiding in shadows and behind boxes. Locate a more powerful character, such as a Cop or Chot, and approach it from behind. If Bob has suffered significant injury at this point, you likely don't want to run around in the open for too long. Use the welding torch on the Cop or Chot if you must, but get inside that new character as soon as possible.



NOTE

Keep your weapons—including the lowly welding torch—holstered as often as possible, especially when trying to remain incognito. Enter Combat mode only when a battle becomes inevitable or you could find yourself overwhelmed by heavily armed enemies.

Rate of Fire: N/A
Initial Ammo: N/A
Damage: 50
Pickup Amount: N/A
Speed of Projectile: N/A
Ammo Limit: N/A
Damage Fall-off: 0%



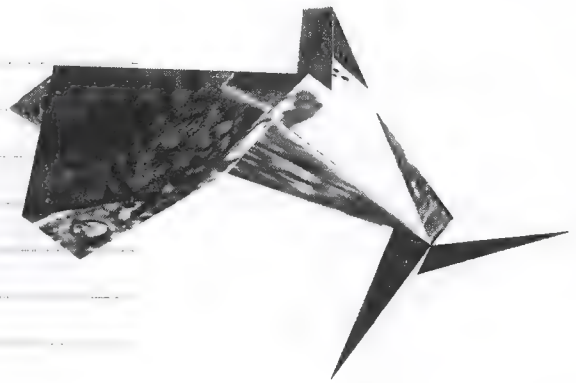
Bone Saw

Like the welding torch, the bone saw's limited range hinders its effectiveness against most of the enemies you'll come across during your adventure as Bob. Acquired from the Worker character, the bone saw's menacing buzzing only sounds intimidating—don't expect foes carrying long-range weaponry to cower in fear.

Although the bone saw inflicts 150 points of damage, the weapon is really best suited for hardcore *Messiah* players. It's very difficult to consistently eliminate attackers with it; you'll likely have much more success, and entertainment, with the long-range, and more effective, primary weapons. Still, it's inevitable that you'll find yourself inside a Worker character at some point, so practice your bone saw techniques for when the situation arises.

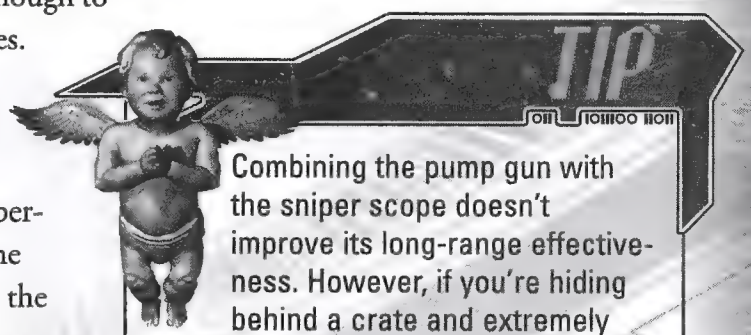
Terminating a more powerful character with the bone saw is all about stealth and strafing. Approach the enemy silently and stay hidden behind boxes and other objects in the environment. Keep the bone saw holstered and don't spin the blades no matter how much you enjoy listening to it. Once you're behind a foe, push the fire button and press into the character—yes, this does sound a little demented—so the blades remain on the enemy for as long as possible. Stay out of the character's line of sight by circle strafing around and continue to depress the fire button to inflict as much damage as possible.

Rate of Fire: N/A
Initial Ammo: N/A
Damage: 150
Pickup Amount: N/A
Speed of Projectile: N/A
Ammo Limit: N/A
Damage Fall-off: 0%



Pump Gun

Think of the pump gun as *Messiah*'s standard-issue shotgun. Carried by the blue Light Cops, the pump gun fires five projectiles in a spread pattern. The farther the target is from the initial blast, the greater the spread of the shot. With a damage rating of 500 points per projectile, the pump gun carries the ability to inflict an enormous amount of damage—as long as you're close enough to hit the target with multiple projectiles. Because of its spread, the pump gun's most effective range is less than 60 game feet. Couple this with its damage fall-off rating of 25 percent, and you simply shouldn't use the pump gun unless you're very close to the intended target.



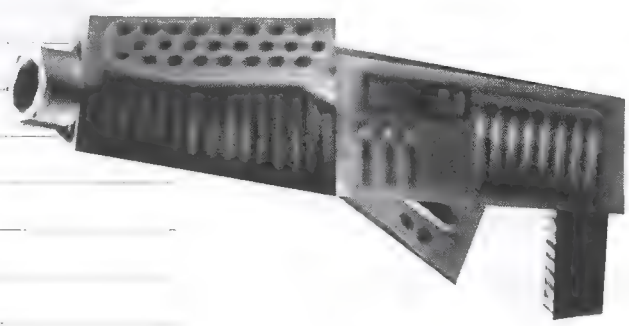
Combining the pump gun with the sniper scope doesn't improve its long-range effectiveness. However, if you're hiding behind a crate and extremely close to an enemy character, target his head and fire for a quick and effortless kill.

Don't be tempted to waste pump gun ammo during long-range gunfights. Make an attempt to get as close as possible to your foe to maximize the effectiveness of each pump gun shell. Use crates, pillars, and other objects as cover, and walk, run, or strafe your way to the attacker. Most enemies can't withstand a few pump gun blasts from close range.

The pump gun carries two additional weaknesses. Like several other primary weapons (including the welding torch, machine gun, and maimer), the pump gun causes very little damage to the Armored Behemoth. Secondly, its relatively slow reload time could pose problems in hectic gun battles with Medium and Heavy Cops, who use lightning-quick machine guns and maimers. Make sure you take cover during reload cycles so you're not vulnerable to attack.

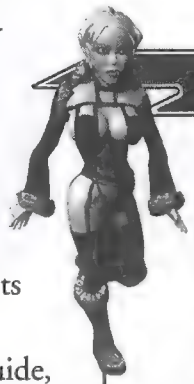
When using the pump gun against superior weaponry, utilize your circle-strafe skills and stay out of the enemy's line of sight. Additionally, make copious use of cover—crouch behind boxes, crates, and corners to present as small a target as possible.

Rate of Fire: 0.8
Initial Ammo: 20
Damage: 500
Pickup Amount: 10
Speed of Projectile: 90
Ammo Limit: 40
Damage Fall-off: 25%



Machine Gun

Carried by Medium Cops (and found scattered throughout the levels), the machine gun rapidly disperses hot slugs via its twin barrels. Combine the projectile's speed with the weapon's insanely quick rate of fire, and the machine gun becomes the primary long-range firearm in *Messiah*. Furthermore, its impressive accuracy makes it one of the best sniping weapons as well.



NOTE

The machine gun, like many other weapons, is ineffective against the Armored Behemoth. If you're tangling with one of these monstrosities, use the maser, bazooka, harpoon gun, or grenades.

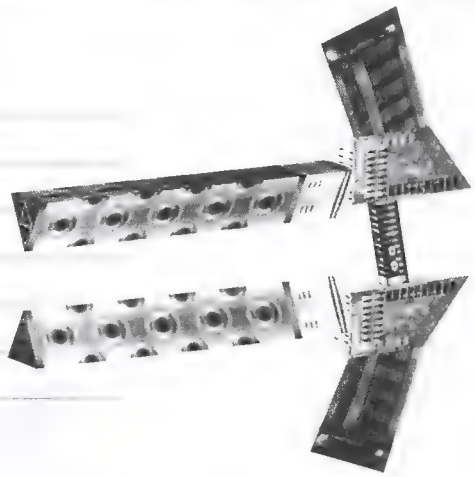
Perfecting circle-strafing skills is essential to using the machine gun to its utmost potential. As described in the control and combat chapters of this guide, circle strafing involves using the strafe keys to move around your opponent. This presents enemies with a much more difficult target to hit. As you strafe, keep your crosshairs locked onto your foe and continue to fire the machine gun. Look closely at

the enemy model as you fire; you'll be able to tell by the multiple pain and shot animations that you're scoring hits.

Even though the machine gun holds plenty of ammunition, and you shouldn't have much trouble locating additional ammo packs in the levels, make every attempt to take accurate shots. Its long-range power and quick-kill ability are essential, so you should attempt to hold onto the weapon for as long as possible. Fire short, controlled bursts when engaging enemies and use the targeting reticule to ensure you've lined up the shot correctly.

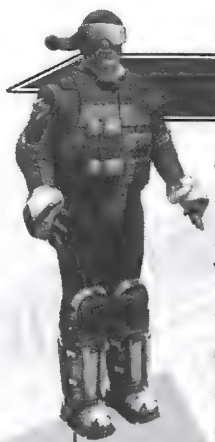
Because of its long-range accuracy, use the machine gun in sniping situations. Take cover behind pillars, corners, and crates and zoom in on your target. The machine gun's fast projectile speed and very low damage fall-off guarantees critical hits, even from extreme distances. Similar to circle strafing, though, fire in controlled bursts to maximize machine gun ammunition.

Rate of Fire: 15
Initial Ammo: 150
Damage: 300
Pickup Amount: 50
Speed of Projectile: 60
Ammo Limit: 150
Damage Fall-off: 10%



Maimer

Though roughly similar to the machine gun, the maimer fires razor-sharp titanium blades, called maimstars, instead of projectile slugs. The maimer's blades spread outward slightly over long distances, decreasing its effectiveness at long range. Additionally, the damage fall-off rate of 25 percent guarantees that you'll inflict more damage in up-close-and-personal assaults. Though the maimer is more effective at long range than the pump



WARNING

Just because an enemy is full of maimstars doesn't mean it lacks the ability to fight back. Though you should allow the embedded blades to cause damage on their own, stay alert. Be ready to dodge enemy firepower and to inflict more damage of your own if required.

gun, you'll still want to maximize its damage potential by saving its ammunition for close-range encounters.

Although the maimer fires at a slower rate than the machine gun, each projectile inflicts more damage. It also carries the potential to inflict additional damage, as an embedded maimstar causes an extra 50 points of damage for every second—up to 30 seconds—that it's stuck in its victim. If you've already pummeled your enemy with a bushel of maimstars, lay off the trigger and let the titanium blades do their work. Save your remaining ammo for subsequent targets.

Like several other primary weapons, the maimer inflicts no damage against the Armored Behemoth—the titanium blades simply bounce off of its hardened exterior. When assaulting all other characters, try to approach to close range as you would when using the pump gun. Though the maimer has moderate effectiveness at longer distances (much more than the pump gun, but less than the machine gun), you'll inflict the most damage in close-quarter situations. Maneuver so you pin the enemy target against a wall or crate; giving him no room to dodge the spread of maimstars.

Rate of Fire: 5
Initial Ammo: 100
Damage: 400
Pickup Amount: 40
Speed of Projectile: 30
Ammo Limit: 100
Damage Fall-off: 25%

Flamethrower

If you need to dish out a heinous amount of damage in a short period of time, there's no better device than the flamethrower. Spewing out a flammable fuel mixture in jelly form (which ignites when emitted), the flamethrower has the potential to cause significantly more damage after the initial blast. Upon contacting a human, the flames envelop the character. This causes 200 points of damage initially and an additional 300 points of damage for every second the character remains on fire. Keep in mind that like many other primary weapons, the flamethrower causes no harm to the Armored Behemoth.

Don't bother using the flamethrower in long-range Sniper mode. The ignited fuel doesn't project very far, and you're more likely to arouse enemy interest in your position than you are to cause any damage. Use the flamethrower only in close-range

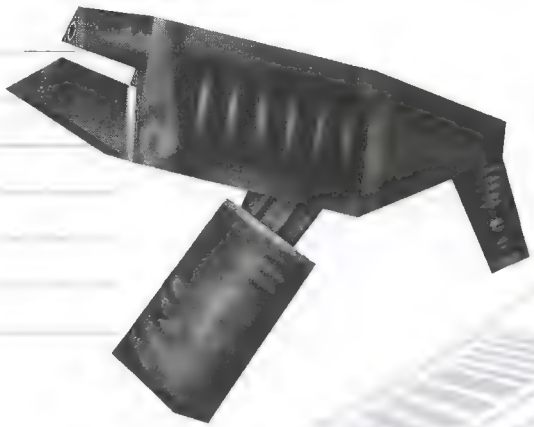
combat. Once you've ignited an enemy, don't stand too close or you'll risk getting set aflame. Also, after setting the adversary ablaze, don't continue to pump the flammable fuel into its already smoldering body. Allow the fire to burn and cause extra damage before wasting additional ammunition.

TIP

Don't use the flamethrower to open up crates and boxes. Its short-range effectiveness means that you must get right up against the often explosive containers and that you'll likely take significant damage (or cause your own death). Either ignore the crates when wielding the flamethrower or grab another weapon to break them open.

It's probably inevitable that either your host character or Bob himself will get set on fire, either by approaching too close to an enemy who is ablaze or by fiery explosions from crates and missile launchers. Though you'll likely lose the host character once ablaze, Bob can withstand and shake off the flames. Just run around and flap your wings to put them out. Head for safe areas of the room, either in corners or behind crates, and wait out the fire before attempting to gain possession of a new character.

Rate of Fire: N/A
Initial Ammo: 200
Damage: 200
Pickup Amount: 50
Speed of Projectile: N/A
Ammo Limit: 200
Damage Fall-off: 0%



Pak Gun

If you're not into the fiery effects of the flamethrower, you can opt for the frigid cold of the pak gun (also known as the ice gun), a unique device that doubles as both an offensive weapon and as a limited flying tool. Instead of pumping out flaming liquid, the pak gun shoots out needlelike shards of ice. Each time one of the frigid projectiles strikes the intended target, the recipient slowly begins to freeze, causing its movements to slow down. As successive projectiles strike, the victim will continue to chill, and all actions, including weapon firing, will slow down further and further. However, seconds after the last shard exposure, the victim will begin to thaw and regain full movement.

The pak gun can be applied as both an offensive and as a possession weapon. For instance, use the pak gun to weaken an enemy target and slow its abilities to retaliate

against you. As you slow the enemy with successive icy shards, you can exit your current host and possess the new character without significant resistance. For optimum results, use the pak gun to circle strafe around the target, slowing its movements with the ice. Once you're behind the target, exit the host and immediately jump up and possess the new character.

NOTE

The Chots carry the pak gun. If you want to put the weapon to use, both as an offensive tool and as a mini-helicopter, you'll need to either possess a Chot or take one out as another character and grab the discarded weapon.

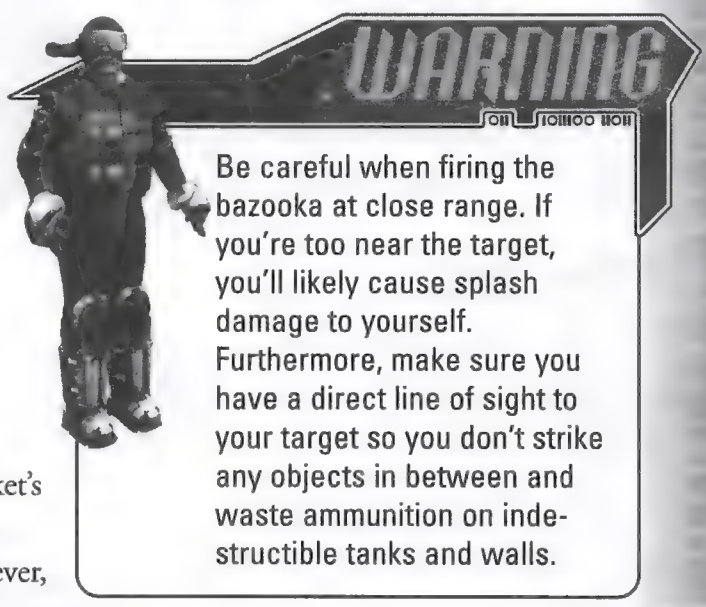
The operation of the pak weapon is similar to that of the machine gun, effective at both long and short range. Like the machine gun, the pak gun works wonders in hectic situations because it can disperse many projectiles in a short amount of time (though its rate of fire pales in comparison to the quicker machine gun). Practice your circle-strafe techniques when operating the pak gun and be prepared to dodge enemy characters carrying more powerful weaponry. Dealing with the Chots, nearly all of whom utilize the pak gun, takes a great deal of mobility. As you take blows from the pak weapon, you'll begin to slow down, making it increasingly harder to dodge blows and take cover. Try not to engage the Chots out in the open. Instead, attempt to begin the fight from behind the safety of a pillar, crate, or other in-game object.

The pak gun's propeller-like blades also function as a limited flying device. Don't expect to reach skyscraper heights with the pak gun; its propellers perform similarly to Bob's tiny little angel wings. Use the pak gun to glide down high drops and over wide chasms by pressing and holding down the jump button. The blades automatically open up and spin quickly, providing a few important seconds of lift time.

Rate of Fire: 2
Initial Ammo: 100
Damage: 800
Pickup Amount: 50
Speed of Projectile: 45
Ammo Limit: 100
Damage Fall-off: 25%

Bazooka

Think of the bazooka as the ultimate room clearer. Nothing eliminates large quantities of enemies as easily as the bazooka—just point, shoot, and get out of the way. Although it's easy to use and can cause mass destruction in a matter of nanoseconds, take special care with the bazooka in hand. It only holds 10 rockets, and while that can cause plenty of damage, it's best to save each one for an optimum shot.



Be careful when firing the bazooka at close range. If you're too near the target, you'll likely cause splash damage to yourself. Furthermore, make sure you have a direct line of sight to your target so you don't strike any objects in between and waste ammunition on indestructible tanks and walls.

The bazooka causes "splash damage," which means even if the rocket impacts a wall or an in-game object, anything next to the explosion still incurs damage. Keep in mind that a rocket's direct hit causes much more devastation than any degree of splash damage. However, splash damage allows you to inflict harm on multiple enemies at one time.

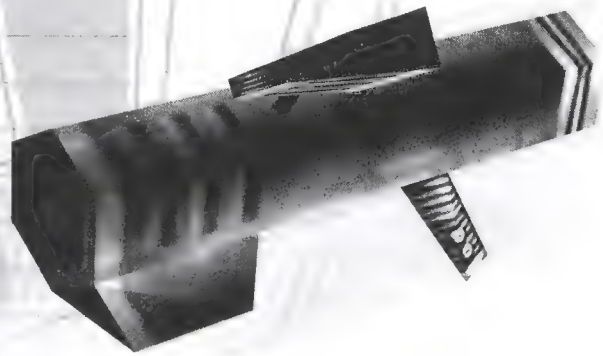
For instance, three foes are standing or crouching behind an immobile tank. Take cover, crouch, and approach the enemy position. Fire the bazooka at the ground, aiming for the center of the group. The impact will cause damage to all enemies according to how much of the explosion splashed on each.

It's often difficult to score a hit with the bazooka against moving targets. Aim for the ground or wall just next to the moving enemies so you'll at least cause splash damage (or perhaps score a blow on the lower part of the body). It's much better to inflict some damage than to miss entirely.

Try to save the bazooka for multiple-target situations. While it's certainly useful in eliminating single enemies, the bazooka's primary use should be to clear enemy-infested rooms with just two or three rockets. Use it to create incendiary chain reactions by firing close to explosive crates and boxes. Lure enemies toward the crates and fire the rocket into them to create a devastating, and highly damaging, explosion—with just a single projectile!

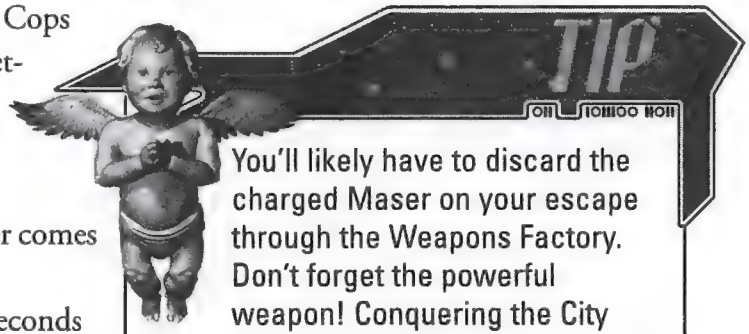
The bazooka works well against all enemies, including moderate effectiveness to the Armored Behemoth, and boasts a very low damage fall-off. An infinite range, very fast reload rate, zero trajectory arc, and fast velocity create an extremely effective long-range weapon, both for normal and sniping use.

Rate of Fire: 0.75
Initial Ammo: 10
Damage: 1000
Pickup Amount: 5
Speed of Projectile: 30
Ammo Limit: 10
Damage Fall-off: 5%



Maser

Constructed and charged inside the Weapons Factory, the Maser is a specialty weapon used to destroy the Armored Behemoth guards that occupy the City Streets level. The Maser's charged beam is virtually ineffective against organic targets, but extremely devastating to the Armored Behemoths—it takes only two shots to floor them! Should you need to eliminate any aggressive Cops or other organic characters, you're better off either locating a standard weapon or using hand-to-hand combat to terminate the threat.

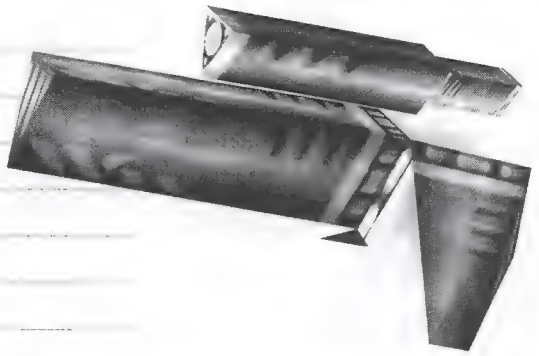


You'll likely have to discard the charged Maser on your escape through the Weapons Factory. Don't forget the powerful weapon! Conquering the City Streets becomes much more difficult without the use of the Armored Behemoth destroyer!

The Maser's enormous firepower comes at a price, however; its rate of fire is extremely poor, and it takes several seconds to get off a projectile. To use the weapon, you must aim at the target and hold down the fire button until the charged burst fires at your opponent. While you wait, you're vulnerable to attack. When you use the Maser, take cover behind corners or objects and let your opponent come to you. Don't leave yourself in the open while you wait for the Maser to fire.

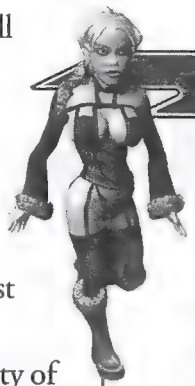
An enemy struck with the Maser becomes temporarily stunned. Should you need a normal weapon, use this to your advantage by either lining up and charging for another shot or by possessing the new host. The Maser also includes unlimited shots, so don't hesitate to practice with the weapon extensively before tackling the City Streets' Armored Behemoths.

Rate of Fire: 0.03
Initial Ammo: Infinite
Damage: 5,000
Pickup Amount: Infinite
Speed of Projectile: 15
Ammo Limit: Infinite
Damage Fall-off: 10%



Rocket-Propelled Harpoon (R.P.H.)

With the ability to kill any enemy character in a single shot, the rocket-propelled harpoon (R.P.H.) appears to be *Messiah*'s perfect weapon at first glance. However, while it's certainly a force to be reckoned with, the R.P.H. takes a substantial amount of practice and skill to use to its full effect. The harpoon itself isn't very large, and the projectile reaches the intended target in rapid fashion. There's not much room for error—to successfully, and repeatedly, terminate foes with the R.P.H., you must become extremely accurate.



NOTE

When combining Sniper mode with the rocket-propelled harpoon, don't bother aiming for a head shot as you would do with other weapons. The R.P.H. is always an instant kill, regardless of where it impales the target. Aiming for the head with the R.P.H. requires greater accuracy for no damage bonus. So just aim for the body.

Though you'll certainly have plenty of success with the R.P.H. as a long-range weapon, try to approach the target as close as possible before firing. The closer you are to the intended target, the shorter the distance the harpoon must travel. Of course, a larger target means a lesser need for superhuman accuracy. Couple the R.P.H. with the Cop's Sniper mode to enhance your long-range accuracy and virtually ensure an instant kill.

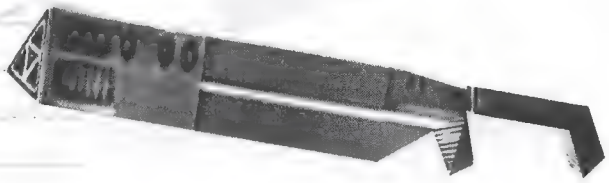
TIP

After you've nailed an enemy with the rocket-propelled harpoon, its body will become stuck into a wall or in-game object. Don't worry about shooting additional projectiles into the enemy, since once it's harpooned, it can't harm you any longer.

The R.P.H. can only carry up to eight harpoons at a time. Conserving ammunition is important for each of *Messiah*'s weapons, but even more of a necessity with the R.P.H. If you enter an

area full of enemies who've just been altered to your presence, the ability to terminate only four of them could pose a problem—especially with the accuracy required by this weapon. So make every shot count when using it. Take cover behind in-game objects and allow the enemy to come to you. Don't attempt to impale an enemy unless you're presented with a wide target, such as an exposed torso.

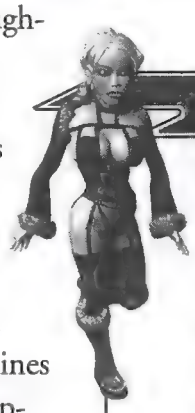
Rate of Fire: 0.5
Initial Ammo: 8
Damage: 500
Pickup Amount: 4
Speed of Projectile: 22.5
Ammo Limit: 8
Damage Fall-off: 0%



Secondary Weapons

Messiah's secondary weapons include hand-tossed explosive grenades and mines. You gain them by possessing a character currently carrying a stash of grenades, or by finding ammunition packs scattered throughout the levels.

Save secondary weapons for particular situations. Grenades and mines aren't always easily found, so don't waste their destructive power against single foes if you're already carrying ample primary weaponry. In nearly all cases, you should save grenades and mines for large enemy groups. With the exception of the incapacitating concussion grenade, each secondary weapon possesses high-explosive power. You're better off causing at least some damage and commotion to a number of enemies than missing one entirely.



NOTE

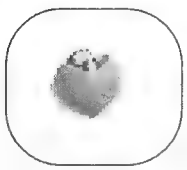
A grenade's initial ammo depends on how many weapons the character is holding upon possession. If a character has already tossed some secondary weapons, you'll gain whatever ammo are left. However, you'll always gain a minimum of four grenades.

Keep in mind that you'll have to master the art of avoiding grenades as well as tossing them—enemy characters, particularly Cops, carry their own stash of secondary weapons. If a standard grenade is headed your way, don't attempt to guess its bounces and timing. Instead, dash quickly in the opposite direction as fast as possible or charge

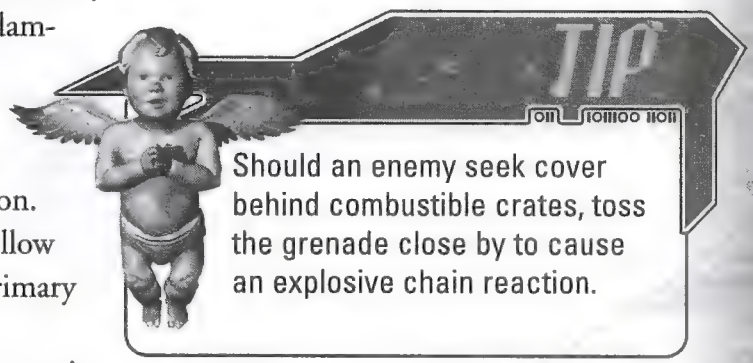
your enemy, leaping over the grenade. Don't stop to take cover behind crates; the secondary weapon splash damage can inflict plenty of pain if you remain too close.

If you're dealing with Riot Cops, watch out for the concussion grenade and its blinding effect. Don't engage Riot Cops at close range, at least initially, so you can avoid any quick concussion tosses. Heavy Cops carry the stick 'em grenade, so you should beware of this device, which can be fired from the ground and walls, as well as tossed directly at your body. Dominas and Gun Commanders use the distortion grenade, which you should avoid just as you would the standard grenade. Trench coat Chots carry the jumping betty, so look around the ground for the distinct-looking mine and don't get within a body's length or you'll trigger its maimstar dispersal.

Standard Grenade



The standard grenade operates as one would expect. Once tossed, it bounces around for a few seconds and detonates in a shrapnel-filled explosion. Although the standard grenade can potentially cause as much damage as the bazooka, it's highly unlikely you'll inflict its maximum damage, as this requires the enemy to be standing on the grenade as it detonates. Instead, expect to cause plenty of splash damage and confusion. Once the grenade jolts the enemy, follow up this blow with shots from your primary weapon.


TIP
Should an enemy seek cover behind combustible crates, toss the grenade close by to cause an explosive chain reaction.

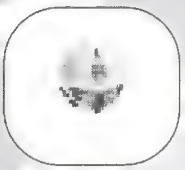
Use the standard grenade when enemies take cover behind boxes and crates. After taking cover yourself, toss the grenade near the enemy's cover and wait for either the explosion or for the enemy to charge out in attempt to avoid damage. Once the foe is in the open, use your primary weapons, or additional grenades, to terminate him.

Save standard grenades for crowded rooms. Locate a good vantage point and toss one next to a batch of frenzied enemies. The grenade's high damage potential should be exploited. Try to weaken multiple characters with one toss instead of attempting to gauge the grenade's bounce and timing on a single enemy character. It's much easier to cause some damage to multiple enemies than full damage to a single villain.

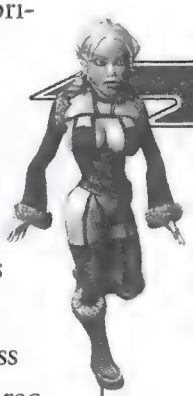
The Medium Cop automatically comes equipped with standard grenades. Furthermore, all other characters besides the Heavy Cop, Riot Cop, Domina, Gun Commander, Armored Behemoth, and the Trench coat Chot will gain standard grenades upon snagging a grenade ammunition pickup.

Rate of Fire: N/A
Initial Ammo: Depends
Damage: 1,000
Pickup Amount: 4
Speed of Projectile: N/A
Ammo Limit: 10
Damage Fall-off: 0%

Concussion Grenade



Although the concussion grenade inflicts no damage on enemy characters, its large flash of enemy-incapacitating light is very useful, causing both temporary blindness and confusion. While the enemies stand blinded, you can either take them down with primary weaponry or enter one of their bodies through possession.



NOTE

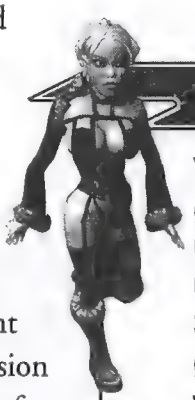
Riot Cops carry the concussion grenade. It's the only secondary weapon that doesn't have any effect on nonhuman characters, such as the Armored Behemoth.

The concussion grenade becomes an excellent bridge between hosts. For example, if you currently possess a character holding concussion grenades and you happen upon a new character with greater abilities and weaponry, toss the concussion grenade. While the character stands incapacitated, hop inside. Like the standard grenade, however, you'll most often want to hold on to concussion grenades until you reach areas with a large enemy presence.

Rate of Fire: N/A
Initial Ammo: Depends
Damage: Special
Pickup Amount: 4
Speed of Projectile: N/A
Ammo Limit: 10
Damage Fall-off: 0%

Distortion Grenade

Carried by the Dominas and Gun Commanders, the distortion grenade creates a "warping anomaly" once it's tossed and its three-second timer expires. Any character caught in the path of the grenade will be thrown as if they were standing next to a violent explosion (without all the messy explosion effects). The distortion grenade is one of the most powerful secondary weapons in *Messiah*—save them for battles against tough characters, or better yet, against a room full of enemies.



NOTE

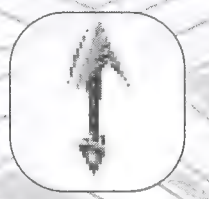
You can secure a distortion grenade as early as level one. Once you possess the Gun Commander in the Shipping Sector, save his distortion grenades for the final area, where you'll face off against multiple Chots in a fierce gun and grenade battle.

Operating the distortion grenade is similar to the standard grenade. Simply toss it with the assigned secondary weapon key and make sure you're not inside the blast radius. Because the distortion grenade works on a three-second timer, you can perform bank shots off walls and around corners.

When the distortion grenade "explodes," the warping effect causes any character within its radius to fall down. You might not kill them in the initial blast, but knocking them down could buy you precious time. For instance, if you're unarmed but spot a weapon across the room, you could use the distortion grenade to temporarily disable the enemies as you charge past to secure the new firearm. Of course, you could also detonate it and then charge past to escape the area completely.

Rate of Fire: N/A
Initial Ammo: Depends
Damage: 1,000
Pickup Amount: 4
Speed of Projectile: N/A
Ammo Limit: 10
Damage Fall-off: 0%

Stick 'Em Grenade



The stick 'em grenade embeds itself in any surface after thrown. A few moments after it's affixed to the target, the stick 'em grenade begins to emit a faint tone to alert that it's active.

To detonate the stick 'em, just press the secondary weapon key once the tone begins.

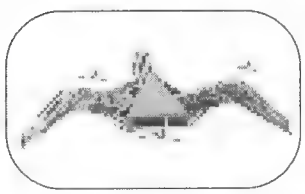
You can toss the stick 'em grenade onto a wall or crate and lure an enemy into a trap. You're much more likely to cause full damage with the stick 'em than you are with the standard grenade. The latter bounces around and possesses its own timer, which can cause great inaccuracy. But, because the stick 'em grenade remains stationary—and you can detonate it at will—you can wait until the precise moment before you pull the trigger.

NOTE

The Heavy Cop carries the stick 'em grenade. Note that you aren't immune to the effects of the device, so don't stand too close upon detonation.

Rate of Fire: N/A
Initial Ammo: Depends
Damage: 1,000
Pickup Amount: 4
Speed of Projectile: N/A
Ammo Limit: 10
Damage Fall-off: 0%

Jumping Betty



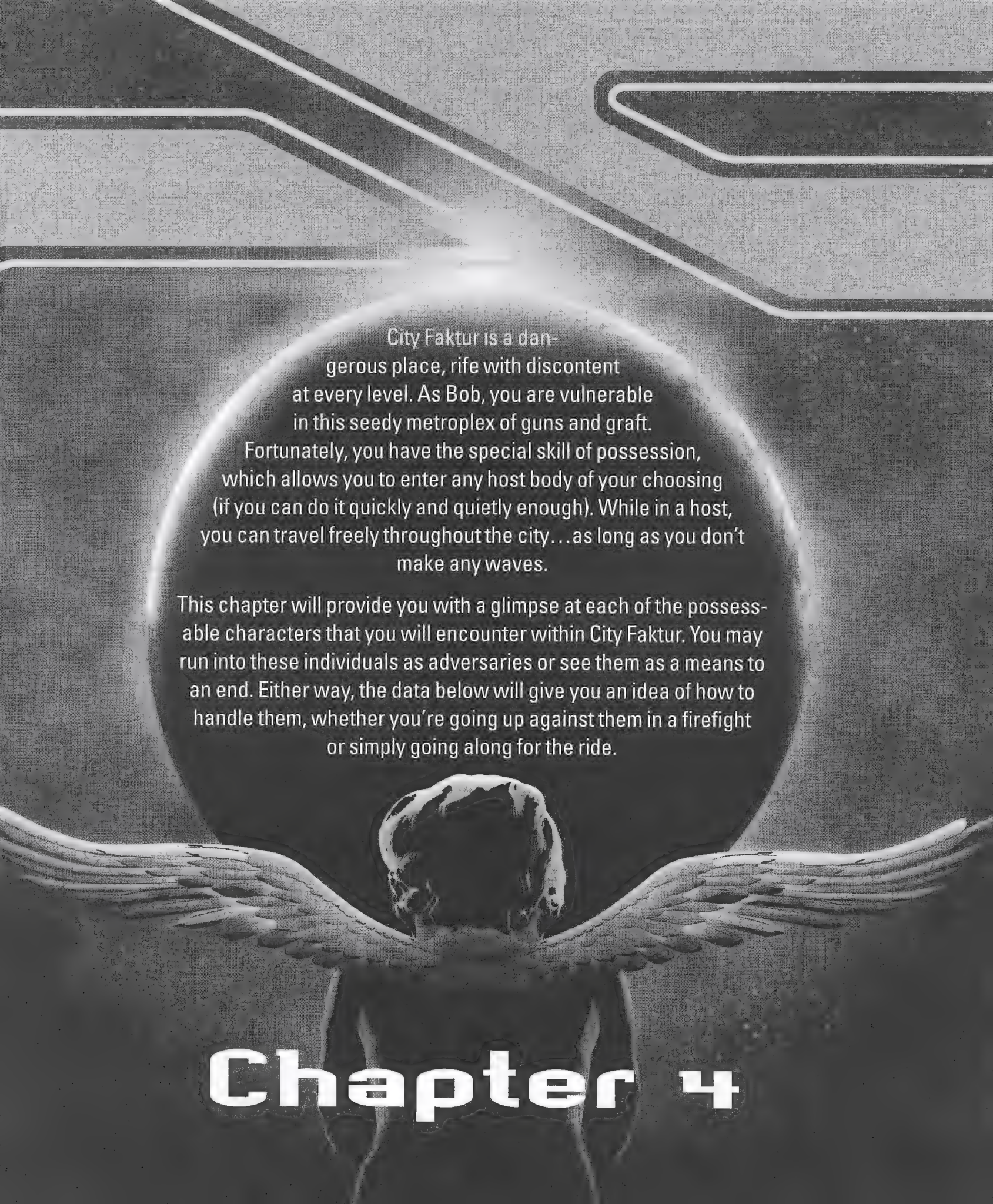
Think of the jumping betty as a proximity mine triggered by the presence of an enemy. Once deployed, it hooks into the ground and lies in wait for another character to approach. Once an enemy enters range (approximately 5 game feet), the betty jumps up to about eye level and spins around five times. The spinning motion unleashes maimstars every 10-degrees of rotation; the complete event lasts about three seconds.

Each maimstar carries a damage potential of 400 points, which can add up considerably if there's a large enemy presence in the deployed area. Drop the jumping

betty and attempt to lure as many enemies as possible near the device. As with the concussion grenade, use the jumping betty to cause commotion and give you time to jump into a new host. As the characters take damage or attempt to dodge the maimstars, exit your current host and attempt possession of another. Save these powerful mines for groups of enemies; don't waste their destructive ability on dispatching a single foe.

Rate of Fire: 20
Initial Ammo: Depends
Damage: 400
Pickup Amount: 4
Speed of Projectile: 30
Ammo Limit: 10
Damage Fall-off: 5%

THE MANY FACES OF BOB: CHARACTER STRATEGIES



City Faktur is a dangerous place, rife with discontent at every level. As Bob, you are vulnerable in this seedy metroplex of guns and graft. Fortunately, you have the special skill of possession, which allows you to enter any host body of your choosing (if you can do it quickly and quietly enough). While in a host, you can travel freely throughout the city…as long as you don't make any waves.

This chapter will provide you with a glimpse at each of the possessable characters that you will encounter within City Faktur. You may run into these individuals as adversaries or see them as a means to an end. Either way, the data below will give you an idea of how to handle them, whether you're going up against them in a firefight or simply going along for the ride.

Chapter 4

Damage Types

The characters in *Messiah* come in many shapes and sizes. When you possess someone, you'll be on the receiving end of a lot of harm, and depending on whom you happen to inhabit at the moment, you may take full or only partial damage.

The tables below outline the major damage types in the game. When you look up an individual character below, you'll be able to quickly discern any advantages that a particular type might have. You can also use this information to identify weaknesses in your enemies as well.

ELECTRICITY TYPE

Maser

Background Electricity

EXPLOSION TYPE

Battery

Explosion

Distortion Grenade

Bazooka

Sub Girl Grenade

Regular Grenade

Concussion Grenade

Behemoth Grenade

Stick 'Em Grenade

FIRE TYPE

Flamethrower

Any Background Fire

HOLY TYPE

Spirit Attack

KILLSALL TYPE

Armored Behemoth Machine

SINGLE ATTACH TYPE

Harpoon
Pak Weapon
Maimer

SMALL BULLET TYPE

Welding Torch
Buzzsaw
Pumpgun
Jumping Betty Grenade
Sub Girl Machine Gun
Machine Gun

STEAM TYPE

Any Background Steam

Cherubs

In the world of *Messiah*, cherubs are "angels in training." These diminutive, Reubenesque spirits are ill-prepared for the trials and tribulations that they will find on planet Earth. Cherubs cannot possess any terrestrial tools or weapons to defend themselves (though they would if they could).

All cherubs share the twin abilities of limited flight and the power of possession. They come in two "flavors"—good and evil. The good cherubs are servants of God while the evil ones call the fallen angel Satan their master.

Bob

Bob was sent to Earth by God as his answer to the evil machinations of the Fathers. While Bob possesses only limited skills and is very vulnerable to weapon fire, he has the "Big Man Upstairs" on his side and will benefit from some heavenly intervention

from time to time. For the most part, however, Bob is left to his own devices, sent down to discover and then thwart the plans of the Fathers using his wits and goodness as his only shields.

Found In: Everywhere (player character)
Hit Points: 6,000
Special Abilities: Can possess a host, limited flight
Special Attacks: None
Primary Weapon: Can't use weapons
Secondary Weapon: Can't use weapons

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Evil Cherub

The evil cherubs (also called Evil Bobs), only show up in the final confrontation with Satan. While they serve the fallen one, it's more of a convenience than anything—their true joy is simply adding to the chaos of City Faktur. In the closing battle, though, they are forced to do their master's bidding and make things as difficult as possible for poor old Bob.

NOTE

Bob cannot possess an evil cherub—the matter/anti-matter nature of their makeups would kill both.

Found In: Shipping Sector, Lab, Satan Boss
Hit Points: 6,000
Special Abilities: Can possess a host, limited flight
Special Attacks: None
Primary Weapon: Can't use weapons
Secondary Weapon: Can't use weapons

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

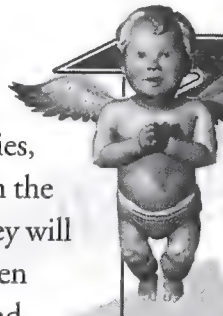
Chots

Chots dangle at the bottom of the City Faktur food chain, party due to their situation and partly by choice. Over time, they have evolved some serious anti-social behaviors, the most striking of which has to be their penchant for consuming human flesh as a tasty treat.

Politically speaking, the Chots are disenfranchised and loathe the middle and upper classes of the city. Chronically poor, they are sure to empty the pockets of their victims as soon as they finish filling their bellies. The Chots have been involved in a pseudo war against the Cops for years, and even though they possess inferior technology, their fierce determination and hyenalike pack attacks make them formidable opponents. This limited technology is centered around compressed air weaponry and breathing devices that help them survive in the noxious sewer areas.

Chot

Common Chots will appear often in the game, usually engaged in some sort of conflict with their arch-enemies, the Cops. Unless you are deep within the Chot world, such as in the Sewer, they will attract attention. Remember this when you're looking for a host. Dwellers and Clubbers stay away from Chots, but Cops will attack on sight.



TIP

If you find yourself in a battle situation and there are both types of Chots available for possession, always opt for those in trenchcoats.

Basic Chots come in two forms: those with trenchcoats and those without. They are functionally identical, but those with the trenchcoats have some added "storage space," where they are able to hide away vicious Jumping Betty grenades.

Found In: Sewer, Factory Outskirts, Shipping Sector, Downtown Outskirts, Annex

Hit Points: 5,000

Special Abilities: None

Special Attacks: None

Primary Weapon: Pak

Secondary Weapon: Jumping Betty grenades (with trenchcoat only)

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	100
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Dwarf Chot

While a fringe group in and of themselves, the Chots also have their own dark little secrets. Such is the case of the Dwarf Chot, who never leaves the safety of the Sewer at all. These diminutive creatures are looked down upon by your garden-variety Chot even though they possess a potent special attack that allows them to roll into a tight ball and propel themselves forward like an insane bowling ball after setting off a grenade.

Found In: Sewer

Hit Points: 5,000

Special Abilities: None

Special Attacks: Has a "grenade-launch" attack where the Dwarf Chot rolls into a ball and sets off a grenade to propel itself forward

Primary Weapon: None

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	100
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Beast Chot

The Beast Chot is a Behemoth variation that inhabits the lower Chot sewers and is shunned, much like the Dwarf Chot. Unlike its loathed cousin, however, this shambling mound of power is a formidable enemy and a creature certainly worthy of possession. It is blessed with quite a bank of hit points and is also resilient to most attack types. He is certainly worth the effort if you can possess him.

Found In: Sewer
Hit Points: 10,000
Special Abilities: None
Special Attacks: Jump attack
Primary weapon: None
Secondary weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	25
Explosion	50
Fire	25
Holy	0
Killsall	25
Single Attach	0
Small Bullet	25
Steam	25

Clergy

In a world turned upside down, opportunity is the mother of invention. With the churches empty and abandoned, the Clergy have turned elsewhere for their steady stream of sin-packed souls: the bars and clubs of City Faktur. If the Clergy can't get the sinners into the pews, then the Clergy must make their way to these founts of sin in order to ply their God-given craft.

Priests currently work as barmen, serving up drinks to the flamboyant Clubbers and passing on pearls of theological wisdom. The nuns have become waitresses and wander the floors of these clubs, seeking confused souls in need of comfort and direction.

Barman

Club Kyd is the natural hangout of a Barman where you'll find him pouring libations for the Clubber patrons. Barmen really excel at nothing, and other than providing you with a safe haven host within the club, they don't offer any real advantages.

Barmen can use weapons, but they can't conceal them, so going armed will certainly attract the attention of any wandering Cops. All in all, outside of the club environment, Barmen stick out like a sore thumb and just might blow Bob's cover. If a Barman spies Bob in his natural form, he won't recognize him as an agent of God, but he won't attack either—his reaction will be neutral.

Found In: Shipping Sector, Club Kyd
Hit Points: 2,500
Special Abilities: None
Special Attacks: None
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Waitress

The waitresses at Club Kyd shuttle drinks back and forth through the club's two levels. Like the Barmen, they offer no real advantages to the possessor other than the ability to blend totally into the club atmosphere. You will need to possess a waitress, however, in order to reach Bar 2 in Club Kyd (see Chapter 7 for more details).

Like the Barman, a Waitress can carry a weapon but can't conceal it, even when out of combat mode. It's unwise to utilize these characters in any sort of firefight unless absolutely necessary.

Found In: Club Kyd
Hit Points: 5,000
Special Abilities: None
Special Attacks: None
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Clubbers

The middle class of City Faktur is an idle lot, utterly devoid of idealism and focus. Many simply live out their days as anonymous Dwellers, content to slink silently through the gray and drab metropolis, leaving no mark and causing no ripples.

Others approach their life with a senseless gusto and have evolved into a club-hopping night crowd. While Dwellers seek to vanish into the evening fog, Clubbers want to bask in the glow of the city's clubs and nightspots. Both are at home under the flickering neon marquees of the Redlight District and within the clubs (though the Dwellers seem to try a little too hard under the flashing disco balls).

Dweller

WARNING

While Dwellers can conceal weapons to the naked eye, they can't hide them from weapon-scanning devices.

Dwellers are found in many places all over the city. They offer no real advantage to Bob aside from the fact that they are all but invisible to nearly any other character in the game. Since they are everywhere (except the military areas), no one raises an eyebrow when a Dweller shuffles by.

They also have the ability to hide a primary weapon when not in combat mode. This allows you to have your weapon of choice and still wander though the environments without calling attention to your host.

Dwellers are most useful when you need to get close to a Cop for a possession move. Since the Cops don't pay any attention to Dwellers, you can move right up to a Cop and then deposess and jump right into the new host. This is an essential technique that will allow you to grab control of a police officer in a crowded street or plaza without being discovered.

Found In: Downtown, Redlight District, Club Perimeter (male only), Club Kyd

Hit Points: 5,000

Special Abilities: Can conceal weapons

Special Attacks: None

Primary Weapon: None

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Prostitute

Prostitutes, both male and female, look for action in the more seedy areas of City Faktur. They aren't nearly as universally invisible as Dwellers, though they do blend into areas like the Redlight District.

If you grab a gun while using a prostitute as a host, that weapon will be visible even when you are not in combat mode, so Cops will attack you.

Found In: Downtown (male only), Redlight District (female only), Club Kyd

Special Attacks: None

Hit Points: 5,000

Primary Weapon: None

Special Abilities: Can perform close possession move

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Pimp Daddy Prime

Pimp Daddy Prime is the owner of Club Kyd. Before you reach him or the club, you'll no doubt have been subjected to his media blitz, telling all Dwellers that his club is *the* place to go. Pimp Daddy not only owns the bar itself, but he has his fingers in many areas of Faktur's Redlight District, from filmmaking to food service.

You don't have to possess Pimp Daddy to get through the game, and other than his access to certain areas, he has no special abilities. In the Redlight District, he'll fit in as naturally as a prostitute or Dweller, but he can't conceal his weapons. Pimp Daddy's prime advantage is that he has a private transportation system that will take him from his lair right to the entrance of Club Kyd (see Chapter 7 for more details).

Found In: Redlight District
Hit Points: 5,000
Special Abilities: Allows easy access to Club Kyd

Special Attacks: None
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	90
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Dancer

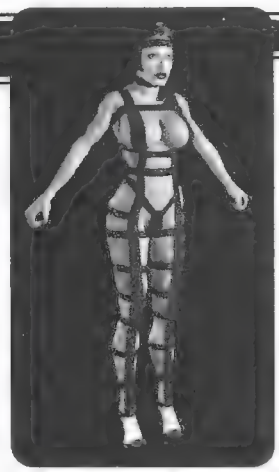
Dancers are Clubbers with rhythm. While you can find them in and around Club Kyd, they are most in their element on the club's dance floor (up on level three). In order to gain access to the VIP lounge in Club Kyd, you'll need to win the club's dance contest, and for that, you'll need to possess once of these dancing beauties. Dancers are also the only club dwellers who are even allowed access to the dance floor. You'll find them in and around Club Kyd, mostly dancing on top of tables to less than attentive Dwellers.

Once you enter the dance contest, the controls are quite simple: the dance platform has four arrows on it (the compass directions) and when an arrow lights in blue, you've got to quickly tap the corresponding arrow key to make it turn green. The pattern increases in speed, but if you can survive, then DJ Kyd will give you access to the coveted VIP lounge.

Found In: Club Perimeter, Club Kyd
Hit Points: 5,000
Special Abilities: Only character that can enter the dance floor; can win Club Kyd's dance contest

Special Attacks: None
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100



DJ Kyd

The DJ is a special character who can only be found high above Club Kyd's dance floor, hiding behind the neon and the lasers as he runs the nightly dance contests. You can't possess the DJ, because you'll only see and hear him when you are a dancer in the contest, and you won't be able to reach his booth, but he will lavish encouragement upon you as you groove your way to a dance contest victory.

Found In: Club Kyd

Hit Points: 5,000

Special Abilities: Runs the dance contents (which allows access to the VIP lounge)

Special Attacks: None

Primary Weapon: None

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Bouncer

Bouncers are the hulking beefcakes employed by Pimp Daddy Prime to guard his precious Club Kyd. While these steroid-enhanced beasts aren't nearly as big as Behemoths, they tower over regular denizens of the club.

You don't need to possess a Bouncer to get through the game, but they come in handy if you're in the mood to do some pounding. They have no special abilities and do not regularly carry weapons—in fact, their placement within the club area means that you'll be hard-pressed to find any source of weapons while within a Bouncer. Consider them purely hand-to-hand fighters capable of delivering mighty attacks and taking a ton of punishment before they topple.

Found In: Club Perimeter, Club Kyd
Hit Points: 8,000
Special Abilities: None
Special Attacks: None
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	90
Fire	100
Holy	0
Killsall	90
Single Attach	0
Small Bullet	90
Steam	90

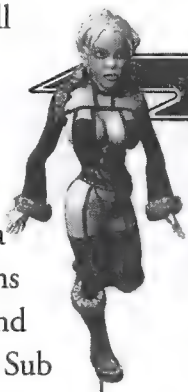
Sub Girl

Sub Girls are a very militant form of Clubber. While they love to hang out in the Redlight District, they rarely enter the clubs, because then their freedom of movement is stifled. Sub Girls are powerful women who hover on jetpacks, and they love the open streets and plazas of the Redlight District.

You might think of these women as the vigilantes of the downtrodden; while they could care less about the Chots, they have a real affinity with the Dwellers and other

Clubbers. They also hate Cops and will immediately attack one on sight (so don't possess a Cop near any of these beauties).

Sub Girls are armed with either a missile launcher (shoulder launch) or a mini-gun. These high-potency weapons make them some of the most potent and destructive characters you can possess. Sub Girls can mow through a herd of Cops in no time.



NOTE

Sub Girls won't attack Bob if they see him running around. They're more curious about the cherub than anything else.

Found In: Redlight District

Hit Points: 5,000

Special Attacks: None

Primary Weapon: Attached missile launcher or mini-gun

Special Abilities: Fast roller blades, hates Cops (attacks on sight)

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	90
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Rat

City Faktur is a dirty place, and where filth abounds, Rats are sure to be found. These rodents are seen on the ground, scurrying around in circles. To possess one, you simply need to jump on it. In a flash, you'll switch to first-person view down in the Rat's world.

TIP

If you see rats zipping around, odds are good that you'll need to possess one to get past that section of the level.

While Rats have no attacks whatsoever and can't carry weapons (for obvious reasons), they are also totally invisible to all other characters in the game. Their primary advantage is to allow you access to very small spaces that Bob simply can't get to via other means.

Found In: Downtown, Redlight District, Military Zone

Hit Points: 1,000

Special Abilities: Switches to first-person view when you possess a Rat, as they can get into very small spaces

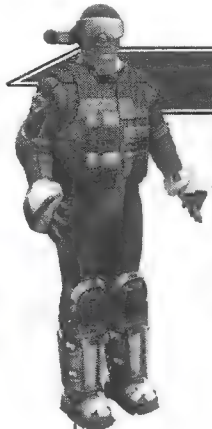
Special Attacks: None

Primary Weapon: None

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Cops



WARNING

Seriously heed any verbal warnings uttered by any Cops, as failure to do so will lead to a firefight—you can bank on it.

Once seen as the protectors and caretakers of a citizen's rights, the Cops of City Faktur have evolved into a power-thirsty group of thugs. Armed with the most potent weapons in the entire city, they know very clearly who is boss and live in a world devoid of meaningful repercussions.

Because of this, Cops have developed a shoot-first policy that often litters a street with corpses before any threat has been proven. Given the struggle between

Chots and Cops, the Cops are even more likely to unholster their weapons the moment they see any movement around a manhole cover or within a dark shadow.

Cops are always looking for an excuse to let loose a few rounds of hot lead, so they keep a close eye on who should be where. If a Nuke Tek wanders into the Redlight District, they'll ask questions. Conversely, if a Dweller wanders through a lab, the Cops will stop to investigate. And of course, the Cops are all actively searching for Bob.

Light Cop

Light Cops are the grunts of City Faktur's military force. They are formidable foes when encountered in a group, but alone they are only a threat to unarmed city residents.

While Light Cops do have access to the robust sniper mode, their pump gun doesn't allow long-distance hits—you'll need to pick up a better weapon if you plan on doing any sniping. Light Cops also have very limited access to the various areas in the city and can't get through any secure doors or gateways.

Found In: Shipping Sector, Downtown, Outskirts, Warehouse Annex, Conveyer, Sewer, Factory Outskirts, Lab, Wasteplant, Redlight District, Club Perimeter, Military Zone

Special Attacks: None

Hit Points: 5,000

Primary Weapon: Pump gun

Special Abilities: Sniper mode

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	90
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Medium Cop

Medium Cops are formidable adversaries who seem to be everywhere. Their machine guns can rip through enemies in no time flat (especially Bob!), and their secondary grenades make them very useful for clearing out a room before storming in.

In sniper mode, their machine guns are formidable (although not very stealthy) weapons for long-range strikes. Medium Cops still have very limited access privileges, so don't look to possess them in order to gain entry to secure parts of the city.

Found In: Shipping Sector, Downtown, Outskirts, Warehouse, Annex, Conveyer, Sewer, Factory Outskirts, Waste Plant, Redlight District, Club Perimeter, Military Zone

Hit Points: 6,000

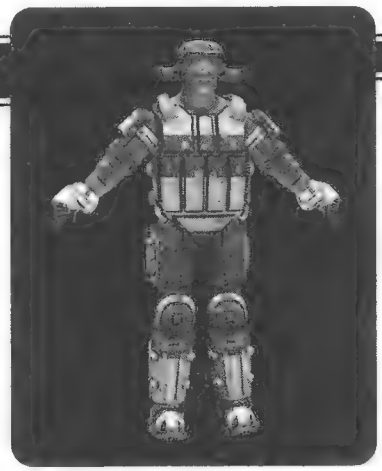
Special Abilities: Has limited infrared scope in combat mode, sniper mode

Special Attacks: None

Primary Weapon: Machine gun

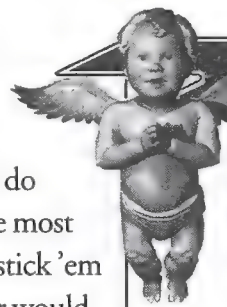
Secondary Weapon: Grenade

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	80
Fire	100
Holy	0
Killsall	80
Single Attach	100
Small Bullet	80
Steam	80



Heavy Cop

The Heavy Cop is far more rare than the Light and Medium versions, but for a basic fighting machine, you can't do much better. The maimer is one of the most potent weapons in the game, and the stick 'em grenades allow you to set nice traps for would-be pursuers.



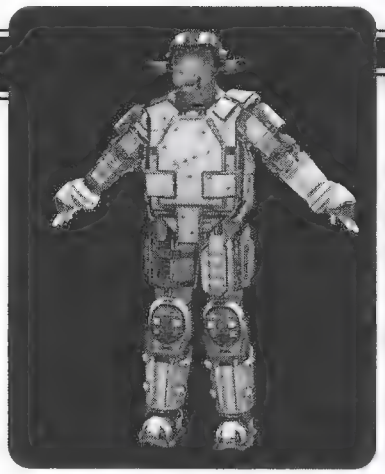
TIP

If you are in a Light or Medium Cop and come across a Heavy Cop, perform a quick back-to-back change of possession move to "upgrade" your fighting ability.

In certain areas (like the Redlight District), the Heavy Cop also has authority to move through locked doors and police barricades. Given the potency of a Heavy Cop, your should *never* let yourself be seen as Bob by one of these troopers—he'll cut you to shreds and end your game before you can say "cupid."

Found In: Outskirts, Annex, Redlight District, Lab
Hit Points: 7,000
Special Abilities: Has a searchlight in combat mode, sniper mode
Special Attacks: None
Primary Weapon: Maimer
Secondary Weapon: Stick 'em grenade

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	70
Fire	100
Holy	0
Killsall	70
Single Attach	100
Small Bullet	70
Steam	70



Riot Cop

Riot Cops are very dangerous foes who only appear in the Downtown level. If one sees Bob, he'll lob a concussion grenade, which will emit a huge flash and knock Bob flat on his back. Before he can rise, the Riot Cops will swarm and try to kick and club the helpless little cherub to death.

The shield generator means that Riot Cops are nearly impervious to Chot Pak attacks (the shield protects the cops from all weapons; they can take damage only from explosions while their shield is up). If you can possess one of them, you'll be in a great position to advance through the level and live to tell the tale.

Found In: Downtown, Streets
Hit Points: 5,000
Special Abilities: Has shield generator, sniper mode
Special Attacks: Club weapon
Primary Weapon: None
Secondary Weapon: Concussion grenade

DAMAGE TYPE	DAMAGE LEVEL
Electricity	50
Explosion	50
Fire	50
Holy	0
Killsall	50
Single Attach	100
Small Bullet	50
Steam	50

Domina

Dominas are the highest-ranking military officers in City Faktur, and as a result, they can access many areas that are otherwise off limits. While Dominas don't carry a primary weapon, you can certainly pick up and use any weapon once you have possessed this commander. Her distortion grenade is a formidable device, and as Bob you certainly don't want to be on the receiving end of a Domina's grenade toss. Dominas can also operate turrets.

If you see a Domina anywhere in a level, odds are that you will need to possess her in order to continue. When taking over a Domina, always attempt to do it in a stealthy manner.

Found In: Redlight District, Military Zone, Club Kyd

Hit Points: 5,000

Special Abilities: Can operate turrets

Special Attacks: None

Primary Weapon: None

Secondary Weapon: Distortion grenade

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	90
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Gun Commander

The Gun Commander is one rung down from the Domina, but still a very high-ranking military officer with plenty of access to the back alleys of City Faktur. She has the unique ability of being able to control gun turrets and other environmental weaponry. If you see a control tower or a turret, be on the lookout for Gun Commanders.

Like the Dominas, Gun Commanders prefer the distortion grenade as their primary weapon. Gun Commanders are also the only characters in the game that can operate vehicles—if you see a vehicle that needs to be moved, that's your cue to seek out and possess one.

Found In: Shipping Sector, Downtown, Military Zone, Waste plant

Special Attacks: None

Hit Points: 5,000

Primary Weapon: None

Special Abilities: Can operate vehicles and heavy weapons

Secondary Weapon: Distortion grenade

DAMAGE TYPE	DAMAGE LEVEL
Electricity	10
Explosion	90
Fire	100
Holy	0
Killsall	90
Single Attach	100
Small Bullet	90
Steam	90

Armored Behemoth

The Armored Behemoth is the pride and joy of City Faktur's military establishment. Built from the fleshy "leftovers" of the establishment's victims and fitted with a powerful arsenal of weaponry, these monsters are not only frightening to behold, but deadly as well.

NOTE

The Armored Behemoth can only be possessed during its power-up sequence.

You will run across these creatures in the city streets, but you won't be able to posses them until you reach the Military Zone near the end of the game. At that time, possessing an Armored Behemoth is essential to entering the large military complex.

Found In: Streets, Military Zone

Hit Points: 10,000

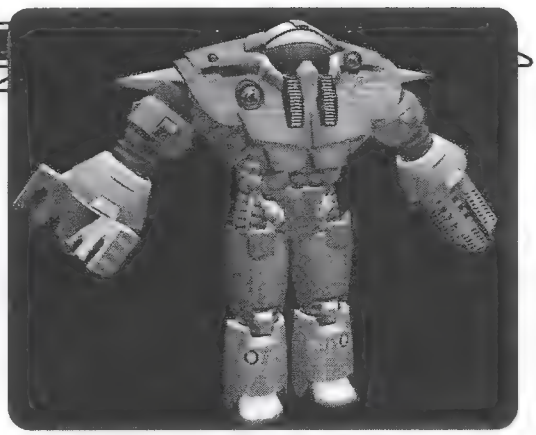
Special Abilities: Takes damage from Explosion and Killsall, as well as the Maser/Electricity (although only the Maser is truly effective)

Special Attacks: Jump attack

Primary Weapon: Integrated machine gun

Secondary Weapon: Integrated grenade launcher

DAMAGE TYPE	DAMAGE LEVEL
Electricity	55
Explosion	65
Fire	0
Holy	0
Killsall	55
Single Attach	0
Small Bullet	0
Steam	0



Workers

In all of City Faktur, the Workers are the least complicated strata of society. Chosen and bred for specialized skills rather than for taking a real role in the world of humans, they take genuine pride in their work and wear blinders to the troubles that plague the city as a whole.

Spoon-fed a steady diet of propaganda from their youth, Workers cannot see the city for what it really is. Instead, each sees only his role as vital and essential to the well-being of the living city. Workers also possess special tools and can access many restricted areas. This makes them indispensable during your travels in the city.

Worker

Your basic Worker is certainly no hero, and no threat either. Even though he carries a rather nasty bone saw, he won't use it for combat (unless you've possessed him, of

course). When a Worker sees Bob, he'll cower in fear, making possession a snap with a well-timed jump.

Workers are best utilized to blend into an environment and to repair broken consoles. Don't try and fight enemies while controlling one. The bone saw isn't a very potent weapon and is only good to buy some time if you're found out.

Found In: Sewer, Club Perimeter, Warehouse, Annex, Conveyer, Factory Outskirts, Waste Plant

Special Attacks: None

Hit Points: 5,000

Primary Weapon: Bone saw

Special Abilities: Can fix consoles

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Welder

The Welder is nearly identical to the common Worker, with only a blast mask and welding torch to set him apart. The torch isn't nearly as useful a last-ditch weapon as the bone saw, so you won't want to possess one of these grunts for their offensive prowess. Like the Worker, the Welder will shrink from Bob when the cherub reveals himself. Only possess one if you need fast cover or his repair skills.

Found In: Shipping Sector, Downtown, Warehouse, Annex, Conveyer

Special Attacks: None

Hit Points: 5,000

Primary Weapon: Torch

Special Abilities: Can fix consoles

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Nuke Tek

Nuke Teks are essentially Scientists in protective clothing. While they possess no combat skills, they blend seamlessly into any scientific facility. Their primary advantage is a familiarity with radiation. This manifests itself in two ways: resistance to damage from irradiated areas and access privileges for doors into radiation zones.

Found In: Shipping Sector, Warehouse
Hit Points: 5,000
Special Abilities: Protection from radiation
Special Attacks: None
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Scientist

Scientists are really the pawns of the Fathers in City Faktur. Under the umbrella of "scientific research" they have devised an elaborate way to use human corpses for the stock material to create Behemoths. Even more loathsome is their research in using human blood (and other pureed bits) as a food source to keep Satan happy and fat.

Scientists are unobtrusive in lab and scientific facilities, but will call attention to themselves once out in the city proper. They also have the ability to operate some of the game's more complex consoles.

Found In: Shipping Sector, Downtown, Sewer, Lab, Military Zone

Hit Points: 5,000

Special Abilities: Can operate consoles

Special Attacks: None

Primary Weapon: None

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100

Medic

Contrary to his name, the Medic has no healing powers at all, and poses no threat whatsoever to the player. A Medic can, however, blend into the back rooms of the Downtown level quite effectively. He is a prime choice for possession when stealth is your goal.

Found In: Downtown

Hit Points: 5,000

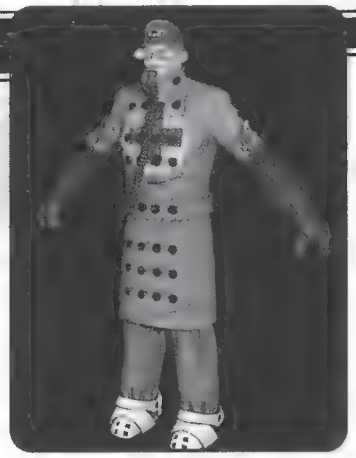
Special Abilities: None

Special Attacks: None

Primary Weapon: None

Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	100
Explosion	100
Fire	100
Holy	0
Killsall	100
Single Attach	100
Small Bullet	100
Steam	100



Fleshy Behemoth

The Fleshy Behemoth is an experimental abomination found only in the Lab. This creature is the prototype that led Faktur's scientists to develop the far more functional (from a military point of view) Armored Behemoth. This creature is made up purely of the stolen flesh and bone of City Faktur's disenfranchised. Bob will inadvertently set this lumbering beast free in the Lab, and he must possess him in order to reach Father Prime.

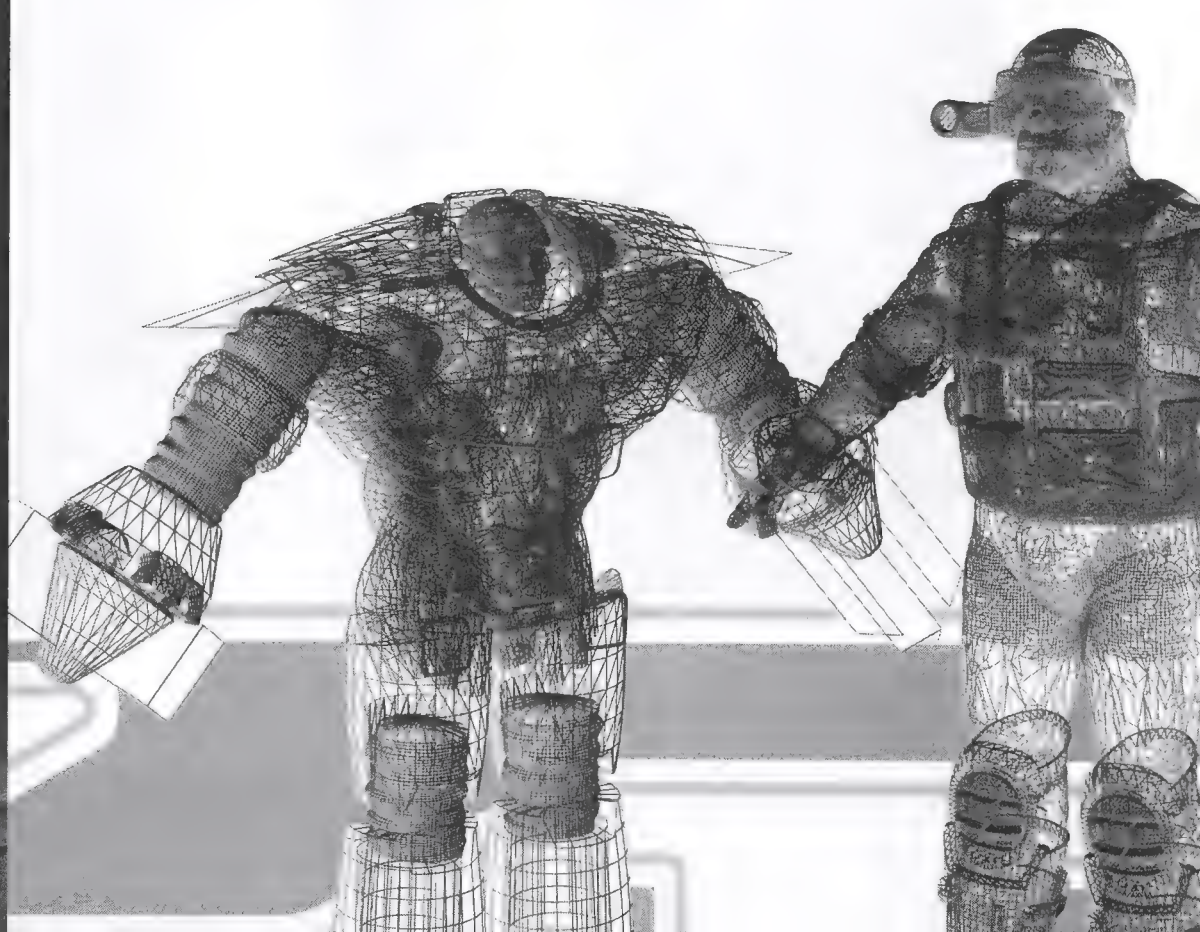
Found In: Lab
Hit Points: 10,000
Special Abilities: None
Special Attacks: Jump attack
Primary Weapon: None
Secondary Weapon: None

DAMAGE TYPE	DAMAGE LEVEL
Electricity	75
Explosion	75
Fire	75
Holy	0
Killsall	75
Single Attach	0
Small Bullet	75
Steam	75

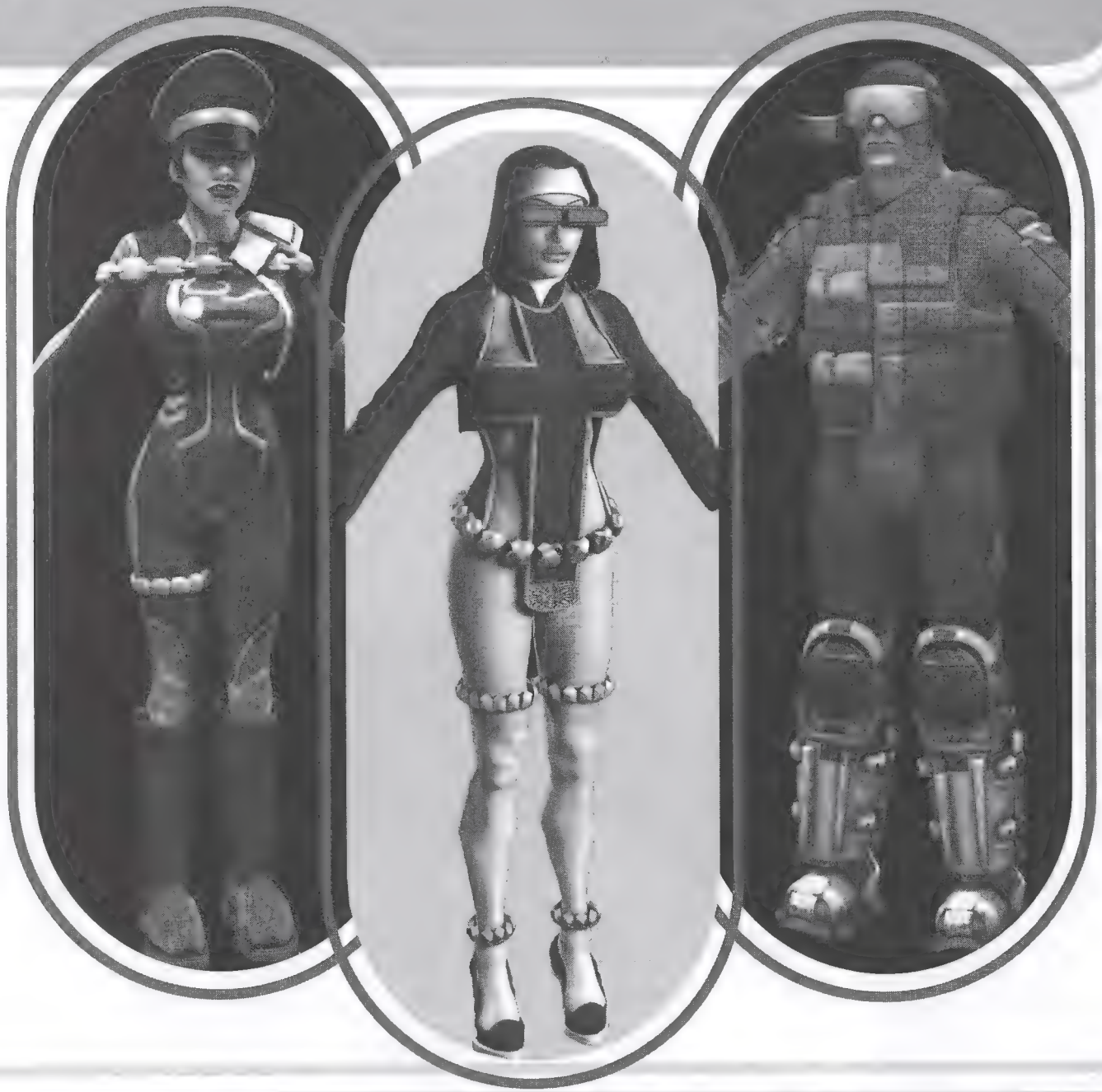
THE PATH OF BOB: MISSION WALKTHROUGHS

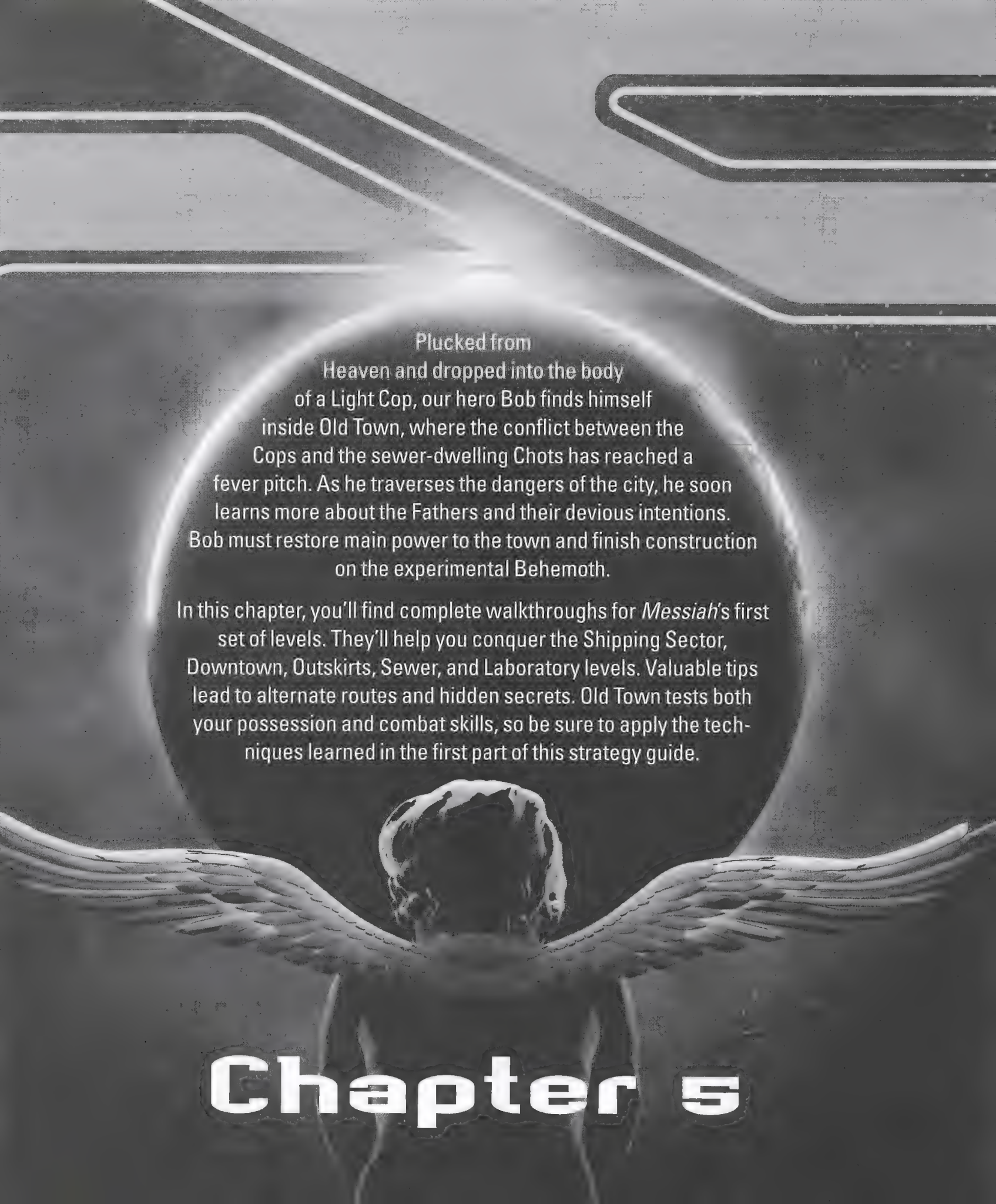
After completing rigorous combat and possession training, Bob stands prepared to complete God's will and fulfill his destiny as the Messiah. Although the minions of the Fathers face an uphill battle against the powerful, but diminutive cherub, Bob still needs guidance through the dangerous city streets and structures. In Part 2, "The Path of Bob: Mission Walkthroughs," you'll find all the objectives and strategies required to complete every level, including optimal and alternative routes through each area.

Chapter 5 covers the Oldtown levels: Shipping Sector, Downtown, the Outskirts, Sewer, and Laboratory. In Chapter 6, you'll find walkthroughs for the second set of six missions, the Main City levels. These consist of Warehouse, Warehouse Annex, City Streets, Conveyor Zone, Weapons Factory, and Wasteplant. Head into Chapter 7 for Sex City walkthroughs, including the levels Redlight District, Club Perimeter, Club Kyd, and Military Zone, and the final boss at Satan's Lair.



OLD TOWN





Plucked from Heaven and dropped into the body of a Light Cop, our hero Bob finds himself inside Old Town, where the conflict between the Cops and the sewer-dwelling Chots has reached a fever pitch. As he traverses the dangers of the city, he soon learns more about the Fathers and their devious intentions. Bob must restore main power to the town and finish construction on the experimental Behemoth.

In this chapter, you'll find complete walkthroughs for *Messiah*'s first set of levels. They'll help you conquer the Shipping Sector, Downtown, Outskirts, Sewer, and Laboratory levels. Valuable tips lead to alternate routes and hidden secrets. Old Town tests both your possession and combat skills, so be sure to apply the techniques learned in the first part of this strategy guide.

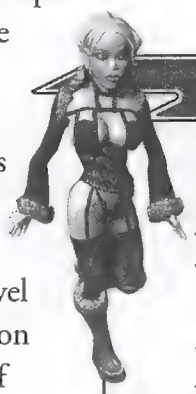
Chapter 5

Shipping Sector

Primary Objective: A Chot riot that threatens to overrun the Shipping Sector is brewing at the entrance to Old Town. Make your way there through Gate 2 and put a stop to it before going through Gate 1 to Old Town.

Sub-Objective: Discover a way through Gate 4.

After completing the introduction sequence, you'll begin the Shipping Sector level inside a Light Cop. As this is your first experience inside the world of *Messiah*, take time to grow accustomed to the controls and practice the movement techniques described in the earlier chapters of this strategy guide. Explore the first room and read in detail the helpful hints that pop up during this initial level of gameplay. When you're ready, look on the right side of the room for a stack of crates topped by a yellow box.

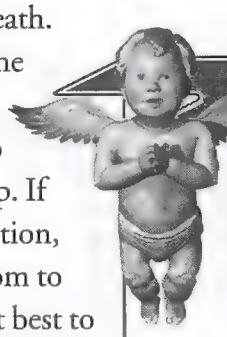


NOTE

Face the door behind the Light Cop's start position and observe the bright red outline around it. These lines tell you if the door is locked or unlocked. Whenever you see a red outline, you know that it's locked. Whenever you see a green outline, the door is unlocked.

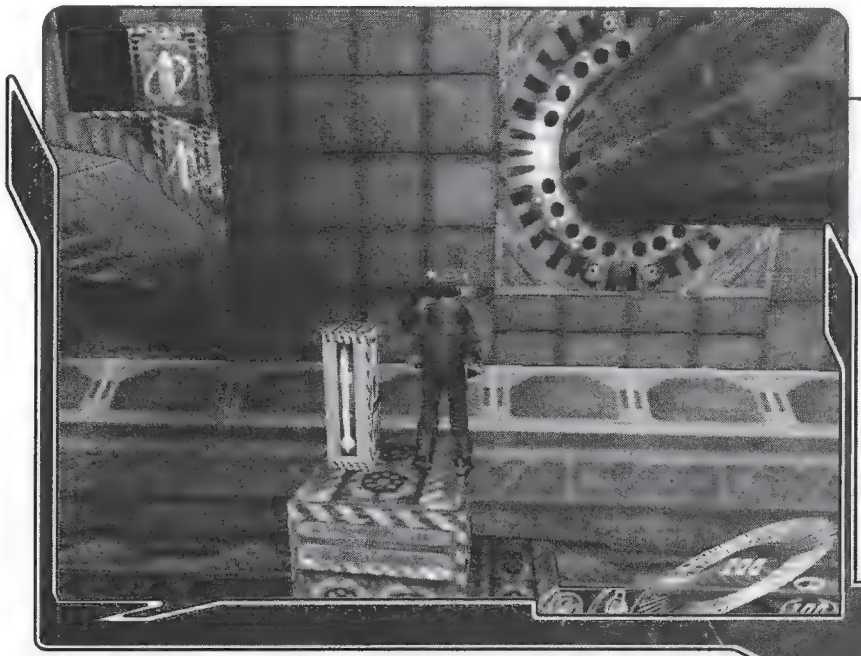
Leap up the crates until you reach the top. Face the yellow box and press the action key (Figure 5.1). A voice-over then announces that the crate will self-destruct in five seconds. Quickly jump back down to the floor and run as far away from the stack of crates as possible. Once they explode, return and grab the pump gun revealed underneath.

Only Commanders can access the door behind your start position, so don't bother with it yet. Walk over to the revealed pump gun and pick it up. If you wish to grab additional ammunition, blow apart the other crates in the room to reveal more ammo. You might find it best to save these ammo boxes for later, though. Then ascend the staircase on the left side of the room and turn to your right to look down the catwalk.



TIP

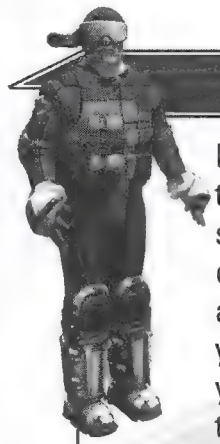
After passing the crates, you'll notice a forcefield on your right that can only be accessed by Nuke Teks. If you return to this area after possessing a Nuke Tek, you can grab a radioactive battery for use against enemy characters. The battery can only be used by a Nuke Tek.



Use the action key on the yellow crate at the top of the stack to reveal the pump gun.

FIGURE 5.1

At the end of the catwalk you'll see a set of crates and a Welder working on some equipment. To pass through, simply shoot the boxes with the pump gun (practice sniper mode here if you wish). With the obstacles out of the way, you can proceed into the next area. Alternatively, you can walk up to the boxes and press the action key against the handprint to initiate another self-destruct sequence.



WARNING

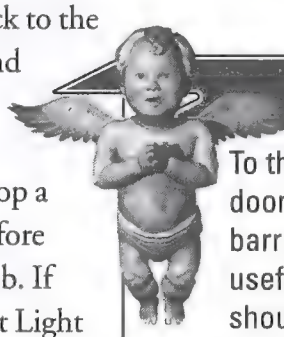
Possess the Scientist behind the barrels, then use the console that the other Scientist currently operates for an amusing sequence. Once you've pressed the button, you completely ruin the station's braking sequence, sending security forces into a frenzy. Thankfully, the Light Cops turn their guns on the Scientist who was initially at the station and not you!

Follow the path to the left past some crates and a Light Cop on your left. You can dispatch him with a chokehold when he periodically turns around, or simply avoid him completely. Either way, continue to the next area by following the left path downstairs into the room marked Navigation Control. Pass by the Light Cops there and look for some Scientists in the back. Walk to the back corner of the room and locate a Scientist behind the barrels (see Figure 5.2).

Possess the Scientist behind the barrels so the other Scientist and the Light Cops patrolling the area don't spot you.

FIGURE 5.2

Depossess the Light Cop and quickly take over the Scientist without being seen. To do this, face the Light Cop against the wall and make sure no character can see what's about to occur. With your back to the Scientist, depossess the Light Cop and jump into the Scientist while the Light Cop regains his senses. Another smart possessing tip is to drop a Cop's weapon away from the area before depossessing, just in case he spots Bob. If you're seen, you'll have to engage that Light Cop (and likely others) in a hand-to-hand and gun battle. The door behind the Scientists takes you back to the first room.



TIP

To the right of the console is a door leading into the Light Cops' barracks. Inside you'll find a useful flamethrower, though you should wait until later in the level before grabbing this powerful weapon.

Return to the previous hallway by ascending the flight of stairs and locating the other staircase you passed previously, now on your left. Walk up and then follow the catwalk to the laser-protected doorway at the end. Stand on the switch just in front of the door to drop the laser field (you must be inside a Scientist to operate this switch). Walk inside and use the console to open Gate 4.

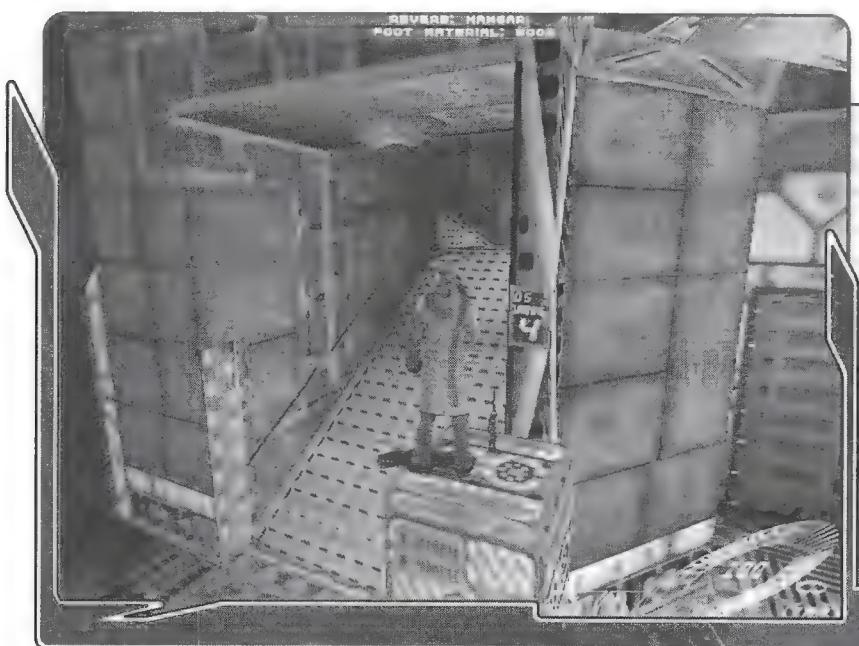
Sub-Objective: Navigate your way through the shaft.

Make your way back along the catwalk on the left and down the staircase. Turn around and return to Navigation Control. To your right is the Gate 4 door, now unlocked. Proceed through and approach the door ahead. Wait until the sterilization sequence completes, then open the door to proceed through.

Follow the pathway until you spot another laser field on your immediate right and Gate 5 ahead. There's no switch here for either the door or laser field, but thankfully there is a stack of crates just adjacent to the field (there's no way through Gate 5 at this point). Still inside the Scientist (or any character), leap to the top of the crates. There's a machine gun here. You can pick up the weapon now, but it would be best to leave it, as you'll return to these crates later in the level. Also, if you picked up the flamethrower from the barracks, you should drop it here and save it for the level's tough end battle. Face the top of the laser field and leap over the top beam (see Figure 5.3).

ALTERNATE ROUTE TO OPEN GATE 4

There's a way to open Gate 4 without possessing a Scientist. Instead of heading to Navigation Control, simply ascend the first staircase you come to and approach the laser-protected doorway. Though Scientists can only operate the switch in front of the laser field, take note of the explosive crates just to the right of the switch. Back up considerably and blow up the crates with any weapon. The resulting explosion destroys a power supply on the wall and deactivates the laser field. Head inside and use the action button on the console to open Gate 4. Explore the Light Cops' barracks to the right of the console if you desire. If you don't want to cause such a ruckus, simply leap up the explosive crates and depossess the character at the top. Then use Bob's tiny wings and flap your way through the small gap above the laser field. Once inside, use the console to deactivate the barrier and open Gate 4.

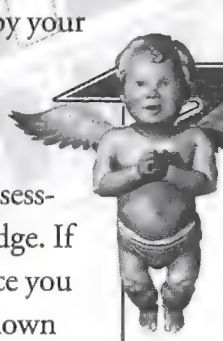


To pass the laser field, climb the stack of crates and leap over the top beam.

FIGURE 5.3

Proceed down the hall as it curves to the left. You'll run into a Light Cop at the end. If you're currently scampering around as Bob, the Light Cop will open fire once he turns around and spots you. Attempt to possess him quickly. If you're inside a character, the Light Cop will be startled by your presence, but won't open fire.

Reach the end of the balcony and terminate the Light Cop somehow, either by a chokehold or by possessing him and dropping him off the ledge. If you don't, the Light Cop will fire once you appear at the bottom as Bob. Jump down into the room below; the fall will either break your possessed character's legs or kill him. Turn to the left and take note of the small ledges leading upward. Make your way up the ledges, shimmying to the left or right as necessary while making sure to avoid the steam vents. Keep climbing until you reach the top. You'll soon make it to a spot overlooking the Exhaust Fan Room.



TIP

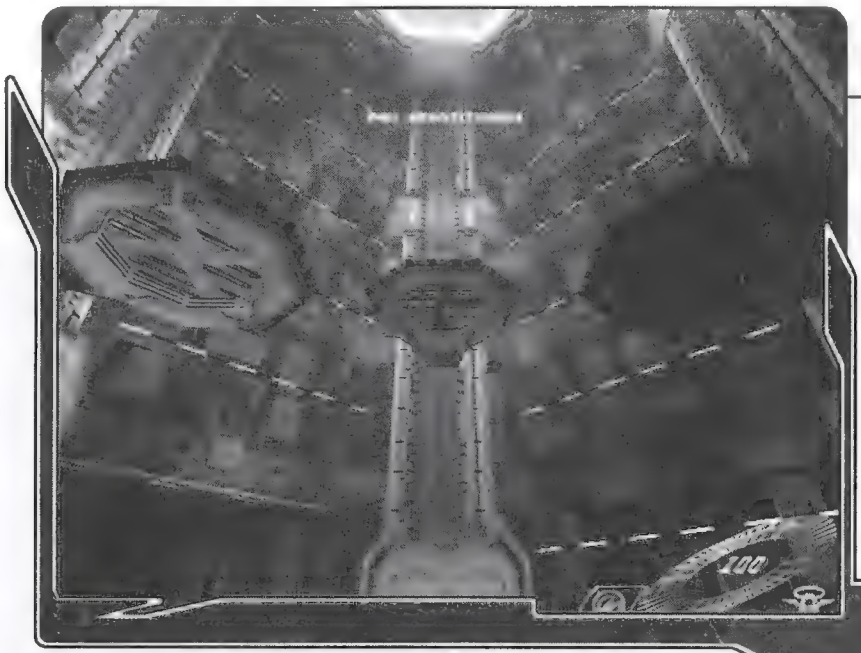
An easy way from the balcony to the exhaust fan room is to leap off the balcony and immediately depossess your character. Keep Bob's tiny wings flapping and fly over to the left. You'll land on the small ledges, either at the top or just a few levels below.

Drop down into the Fan Room and you'll spot three floor switches. Approach the middle one and use the action key to press the button one time. You'll see a brief cut-scene depicting the middle fan rising one level. Walk to the fan on the right and stand on the switch. Use the action key twice here to raise the fan two levels. You've now created a staircase with the exhaust fans (see Figure 5.4).

Return to the ledges where you entered this room and climb up to the top. Leap to the first fan on your left and float your way up. Flap Bob's wings and glide your way to the second fan. Float over the fan until Bob rises up and glide once again to the next fan. You'll reach the top and enter a new room.

Sub-Objective: Locate and possess the Gun Commander to reach the location of the Chot riots.

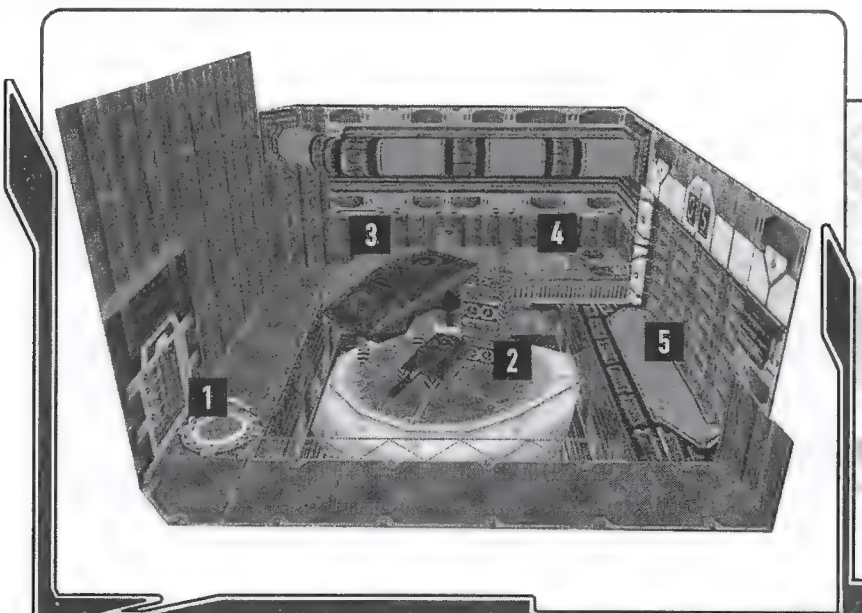
When you reach the top room, the Battery Production area, a Nuke Tek will immediately spot Bob. Once he's seen, the four power consoles are deactivated. Possess a Nuke Tek and make your way around the room, using the action key on each console until power is restored. Locate the lift between two consoles and use the switch inside to descend one floor. Walk out onto the walkway and be careful not to drop into the toxic fluid. Hang to the right and approach the door ahead. Use the action key against the door to proceed inside.



Reposition the three fans into a staircase so Bob can float his way to the top room.

FIGURE 5.4

Exit the lift (**1**) and enter the room (see Figure 5.5). You'll spot a Worker fixing a tank and turret ahead (**2**) and two Medium Cops (carrying machine guns) to your left (**3**). Past the Medium Cops lies your target, the Gun Commander (**4**). Finally, the exit door lies on the far side of the room (**5**).



Possessing the Commander.

FIGURE 5.5

If you attempt to approach the Medium Cops as the Nuke Tek or as Bob, they'll open fire once you get too close. Instead, walk along the catwalk ahead and hop onto the center platform with the Worker and the tank. You're out of the Medium Cops' line of sight at this position, so depossess the Scientist and take over the Worker.

Walk back along the catwalk to the Medium Cops. Make sure your weapon is holstered and you are walking, not running. Walk in between the two Medium Cops. They'll give you a dirty look, but you'll be allowed by without incident. At the end of this alcove you'll spot the Commander. Notice that the Medium Cops' backs are turned. Exit the Worker and possess the Commander. Activate the console on the left wall to open Gate 5 (a tank service switch rests to the left of the Gate 5 control panel). Stand on the floor panel at the end of the alcove to receive the transmission about the Chot riots. Once finished, exit the room through Gate 5.

Proceed through the Gate 5 door and you'll immediately recognize your current location. The laser field you leaped over lies to your left. Hop up the crates and grab the machine gun you passed over earlier (the Commander only comes equipped with distortion grenades). Return through the sterilization doors and into Navigation Control. Entering the room triggers a Chot to arrive on the scene. Watch the Light Cops eliminate the Chot; don't bother assisting as you may accidentally hit a Light Cop with your weaponry. (The resulting action could send the security force after you.)

ALTERNATE WAY TO POSSESS THE COMMANDER

Sneaking into the Worker's body and by the Medium Cops could be challenging to those not yet accustomed to the art of possession. While you're up in the room with the four consoles, possess the Nuke Tek with the battery carrier (it looks like a set of tongs). Restore power to the consoles if necessary, then grab one of the batteries that rest next to the power consoles. With battery firmly in carrier, proceed down the lift. Approach the Medium Cops on the left side of the room. As you approach, the radiation from the battery will stun and eventually kill them. Be careful not to get too close to the Commander, however. Depossess the Nuke Tek and scamper down the alcove until you reach the Commander. Possess her, activate the two consoles, and proceed through Gate 5. If you lose the battery for whatever reason, you can return to the top room and retrieve another.

TIP

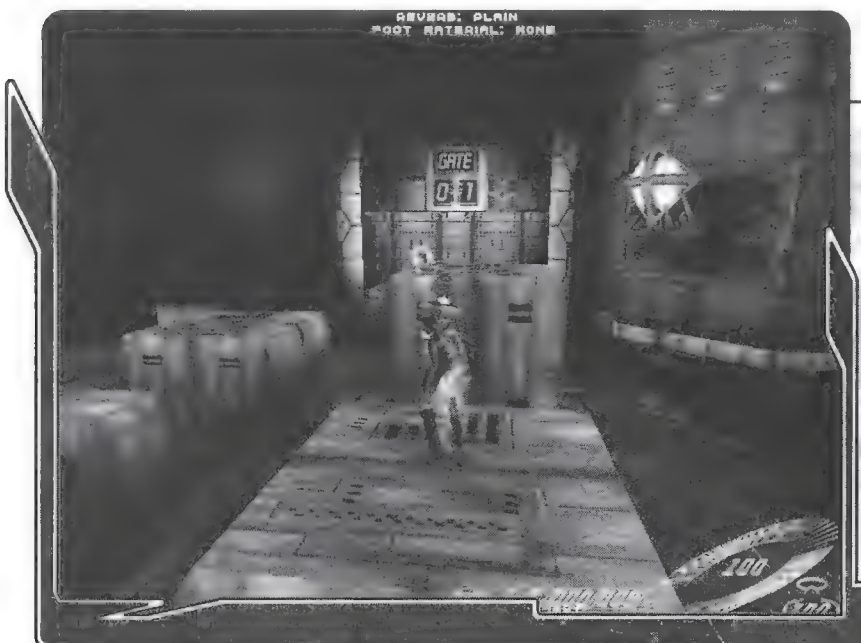
Before entering the final battle with the Chots, return to the Light Cops' barracks and grab the flamethrower if you haven't moved it elsewhere. The powerful close-range weapon works well against the aggressive Chots—just stay away from their flaming bodies!

Head through Gate 3 and return to the very first room on the level. Approach the locked door inside the first room; now that you're inside a Commander, you can operate the switch to unlock it. Immediately after the door opens you'll engage in battle with several Chots. There are crates inside the room you can use as cover. It's wiser to stay out of that room, though, and lure the Chots to your current position. Furthermore, there's a Chot with a rocket-propelled harpoon gun just inside the room to the right. Don't deal with him until you've eliminated all the others.

TIP

If you need additional firepower, head into the room and stay to the left. Run to the other side and you'll spot a bazooka behind a crate. Grab it and use the powerful weapon against the Chot with the harpoon gun and any others that appear. Keep in mind, though, that additional Chots will appear if you grab the bazooka.

Dealing with the harpoon gun-wielding Chot presents quite a challenge. One shot from it kills any character. The first shot will take out your host, sending Bob scampering around exposed, while the second shot will stick the chubby little guy into the nearest wall. Stay behind barrels or crates and only venture close in order to attack. One way to assault is to use the barrels to the right of the entrance that leads to the harpoon gun Chot. Take cover behind these barrels and toss distortion grenades—if you're still inside the Commander—at the Chot's feet (see Figure 5.6).



Stay out of the harpoon gun-carrying Chot's line of sight. Attack with grenades using barrels or crates as cover.

FIGURE 5.6

Another method would be to run behind the short crates just ahead of the entrance. Climb on top of the shorter crate (which lies to the left) and face the harpoon gun Chot. From this position you can toss distortion grenades at him, which will both knock him out of his elevated position and inflict significant damage. Once you've cleared several waves of Chots, the door ahead will open, leading you into the next level.

Downtown

Primary Objective: Chots are invading Old Town. Martial law is in effect, and riot gates hinder travel by street to other areas of the city. Bypass the gates and reach the Outskirts by traveling through the inner network of labs and officer quarters that connect to the outer streets.

Sub-Objective: Locate a way into the Body Disposal area.

As you enter the first alley in the Downtown level, you'll notice a barrier blocking a staircase ahead and to your left. To your left you'll also spot a couple of Riot Cops standing behind a barricade; they can be easily possessed if you want to switch hosts here. Proceed to the right into the heart of the alley. Continue to walk forward and examine the right-hand wall until you locate a small niche containing a lift.

As you approach the lift, a brief cut-scene will play showing a small circular door on an upper wall. It slowly turns red then bursts open, releasing a pack of Chots. You can take the time to deal with the Chots if you wish (a particularly easy task if you snagged the rocket-propelled harpoon from the Chot at the end of the Shipping Sector) or take the lift quickly to the top. To ride the lift, just hop on and press the action key.

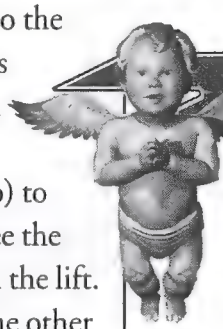
At this point there are a few ways you can proceed to your eventual goal: getting past the barrier that blocks the staircase near the entrance to Downtown.

1. If you're still inside the Gun Commander, you can operate the turret at the top of the lift that's only accessible to Commanders or Dominas. Ride the lift to the summit and dispose of the Chots if they fly up to the platform and attack. Approach the turret and use your action button to activate it. To use the turret, just press the directional keys to change your firing angle and the fire button to launch rockets. Shoot everything in sight, including the barrier (see Figure 5.7). When finished, press the action key to return the turret to its start position and you'll automatically back away. Return to ground level and eliminate any remaining Chots or Cops and proceed through the door at the top of the stairs.

Use a Commander or Domina to operate the gun turret at the top of the lift and blow apart the barrier—and any Chots or Cops wandering below!

FIGURE 5.7

2. If you aren't inside the Commander, you can still gain access to the gun turret by releasing the Domina from the blue shield. Proceed down the alley until you reach the lift on your right and the Domina's blue shield on your left. You'll also notice an explosive crate just adjacent to the shield and the barrier that stands in front of it. Use the pump gun or machine gun (several other weapons will work fine here, too) to blow up the crate, which will free the Domina. Possess her and ascend the lift. Then use the turret to destroy the other barrier as described above.



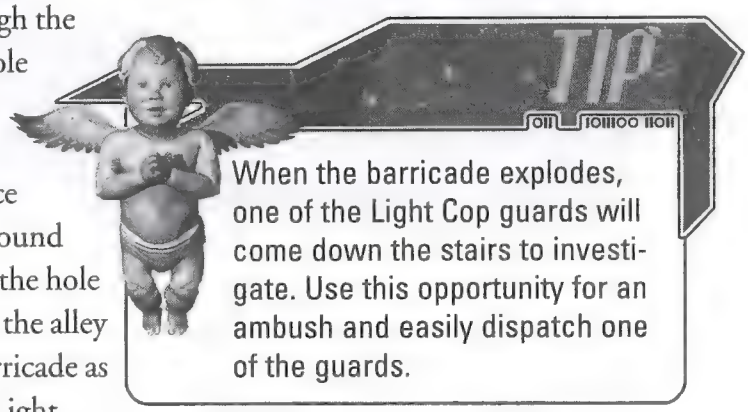
TIP

Tired of using guns and just want to fly your way past the barrier? Use the lift on the right-hand side of the alley to reach the top of the gun turret platform. Switch to Bob and fly over to the small ledge just to the left of the Chot's exit. Turn back down the hall; jump, fly, and glide over the barrier. Be ready when you land–there are two Light Cop guards waiting.

3. The easiest way to get into the Body Disposal area is to arrive Downtown with either the bazooka from the last area of the Shipping Sector or an explosive grenade. Simply fire the bazooka or toss the grenade at the barrier in front of the stairs and it will crumble to pieces. Deal with the Riot and Light Cops who will immediately attack, then proceed through the door at the top of the stairs.

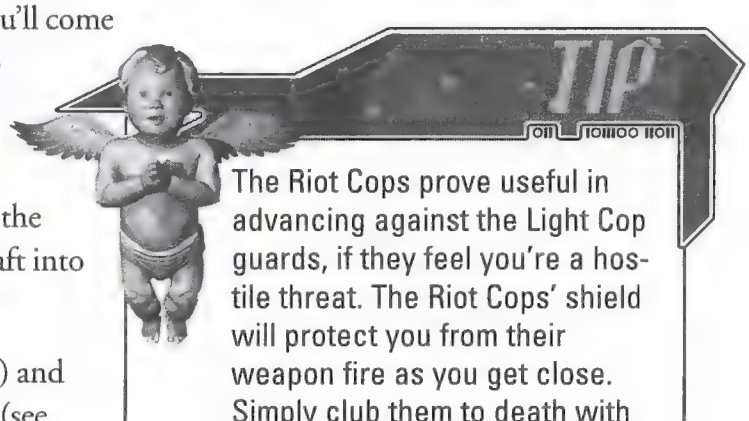
4. You can also destroy the barrier without using the gun turret or coming into the level with the bazooka or explosive grenades. After the Chots blow open the hole, use the lift to reach the top of the platform. From here you can leap over to the hole opening and proceed inside. Alternatively, you can use the stack of crates below the hole to pull yourself inside. Walk down the tunnel and locate the scattered crates. Use a pump gun or machine gun to blow them apart, then pick up the grenades revealed underneath. Use the grenades against the barrier obstructing the route to the Body Disposal area.

5. One of the toughest ways through the barricade is to enter the Chot hole either by leaping from the gun turret platform or by using the crates underneath the hole. Once inside, possess a rat scurrying around the floor. Use the rodent to exit the hole and fall down the crates back to the alley floor. You can run under the barricade as the rat, then possess one of the Light Cops on the other side.



When the barricade explodes, one of the Light Cop guards will come down the stairs to investigate. Use this opportunity for an ambush and easily dispatch one of the guards.

6. Another tough method of proceeding is to possess one of the Chots that emerges from the hole. You can use the pak gun and its helicopter mode to hover across the barricade. Keep in mind that you'll come under extreme fire from the two Light Cops that stand guard, so you must work quickly.



The Riot Cops prove useful in advancing against the Light Cop guards, if they feel you're a hostile threat. The Riot Cops' shield will protect you from their weapon fire as you get close. Simply club them to death with the Riot Cop's baton, or launch a concussion grenade to stun the guards, and then club them.

Sub-Objective: Discover a way past the barrels and up the Body Disposal shaft into Recycling Unit 14.

Enter the Body Disposal area (**1**) and proceed toward the end of the room (see Figure 5.8). You'll spot a Worker up ahead at a console on the right (**2**). Just past the Worker lies a piece of machinery known as the grinder (**3**), which turns bodies into liquid mush used in the Recycling Center. Just above the grinder you'll spot a switch (**4**)

that can be used as a solution to the area (discussed later in this section). A staircase to the left of the grinder (**5**) leads to both the body conveyor belt (**6**), which you can't enter, and a locked door (**7**), which you're trying to get past.

The key to the Body Disposal Room is the grinder. Operate the console next to the Worker and you'll hear the computer indicate the percentage of blood in the recycling container. You need to fill the container to 100%. (You can get the current reading both at this console and at a thermometer-like device above the grinder on the platform occupied by two Scientists.)

Filling the recycling container is simple: just toss four bodies into the grinder. In order to get them there, jump inside the host over the grinder and depossess the character in mid-air so Bob pops out backwards and toward the front of the machine. Repeat the process until you've ditched four characters in there. You may have to retreat back to the alleyway and grab a Chot or Light Cop and bring them inside to their doom.

TIP

Another source of bodies for the grinder lies on the Scientist's platform that lies above the slicing and dicing device. To get there, simply climb the stairs to the upper floor and fly with Bob hugging the left-hand wall. Glide over to the platform and possess the Scientist not carrying the bone saw. Use the console behind the possessed Scientist to cause the platform to disappear, sending the bone saw-wielding Scientist to his grinding death. Repeat as necessary.

Body Disposal entrance.

FIGURE 5.8

Once four bodies are "placed" in the grinder, a barrel of red goo rises up adjacent to the effective device and begins moving to a lift to the left of the staircase. The barrel will rise to the upper floor and remain stationary. From there, you can get inside a character (use one of the Scientists above the grinder) to jump to the red barrel and then onto a ledge to the left of the locked door. Follow the ledge to the end to find the control panel. Activate the control panel to open the door for seven seconds. Quickly charge through the door before it closes.

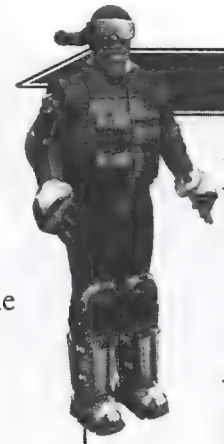
Once past the locked door, locate the stack of barrels to the right side of the shaft as you enter. You'll likely need to dispatch your host about this time as Bob's wings are needed to make it across the long gaps that lie ahead (see Figure 5.9).

Get rid of your current host before attempting to ascend the shaft and its treacherous pipes.

FIGURE 5.9

From the top of the barrels, leap to the pipe ahead. Proceed to the end and jump, fly, and glide to the next small pipe protruding from the wall. Turn completely around and flap over to the pipe above the one you were previously standing on. Walk to its end and use your wings to reach the next piece of pipe; to make this tricky leap, jump straight up and at the apex of your leap, proceed forward and continue flapping. Repeat this twice more until you reach a ledge overlooking some sewage water and a

narrow platform. Coast down to the narrow platform and proceed to its end until you're at a ledge overlooking Recycling Unit 14.



WARNING

Stay away from the center of the shaft! The intermittent burst of flame will cook Bob or any host in a matter of seconds! If you fall off the pipes in the shaft, head directly to the shaft's walls and don't glide near the center of the tube.

Sub-Objective: Find a rat to provide transport through an extremely small tunnel and across the floating remains of some unfortunate souls.

Don't just casually glide down to the bottom of Recycling Unit 14. There are four Light Cops, one equipped with a flamethrower, and one Medium Cop, equipped with a maimer, waiting to pounce on a scampering cherub such as yourself. Instead, follow the ledge that hugs the left wall. Stay on it until you spot the glass flooring to your right. Drop down and continue hugging the left wall until you're near the corner of the room and positioned over a Light Cop on guard.

Jump down and fly behind the Light Cop and attempt to possess him discreetly. Others may spot you, unfortunately. If seen, defend yourself with the pump gun and eliminate the other Cops; if you get knocked out of your host, leap into another. Once you're either discreetly inside a Light Cop or have defeated all remaining enemies, locate the lift adjacent to the Medium Cop's platform. Use the action key on the button to raise the lift, then open the door ahead with the action key.

TIP

Press the button just below the Medium Cop to switch off the platform he's standing on. He'll fall to the ground below and get fried to a crisp by the electrified floor.

An extremely cramped room lies just beyond the door. Take note of the small hole, about the size of a rat, at the bottom of the far wall, because that's where you're headed next. Depossess your current host (if applicable) and enter a rat by simply running into one of the rodents scampering around the floor. Then run through the tunnel until you reach its end. At this point your view will switch to an overhead look at what appears to be a maze (see Figure 5.10).

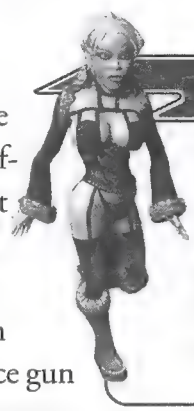
Stay inside the rat and follow the path laid out by the rotting body parts. Because the various pieces are floating, the water occasionally rises above the parts' edges. Move carefully along the red pieces until you spot another tunnel entrance on your left. Follow the path to the tunnel and head inside. If you touch the liquid and depossess

Be careful exiting the tunnel; you're on precarious footing while standing on the floating body parts!

FIGURE 5.10

the rat, don't give up just yet. Stay on the path and locate another rat back at the entrance and try to navigate the path once again. Once you head through the exit tunnel, you'll emerge in a room with a lone patrolling Chot. Wait until the Chot turns his back, then depossess the rat and possess him.

Sub-Objective: Survive a street brawl between the Chots and the Cops and discover a way to activate a powered-down lift.



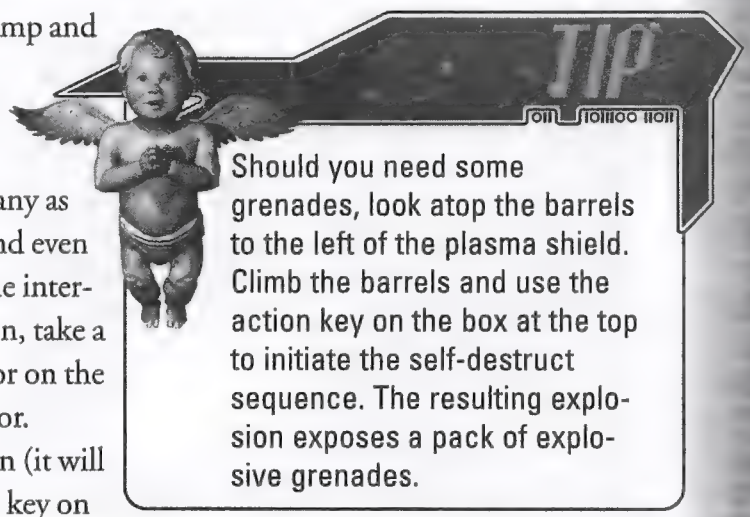
NOTE

The deactivated lift lies to the left of the sewer pipe exit. Your goal in this area, along with surviving the grudge match between the Chots and Cops, is to reactivate that lift.

Leap on the crates just in front of the Chot and use the action key on the hand switch at the top to begin the self-destruct sequence. Back away and wait for the crates to explode. Pick up the grenade ammo pack uncovered by the explosive. Jump out of the room down into the next area and use the Chot's ice gun to hover safely to the ground. Spot the sewer tube to your right and head through. You'll emerge at an exterior street with a squad of Chots to your left and a ramp leading to some Light Cops to your right.

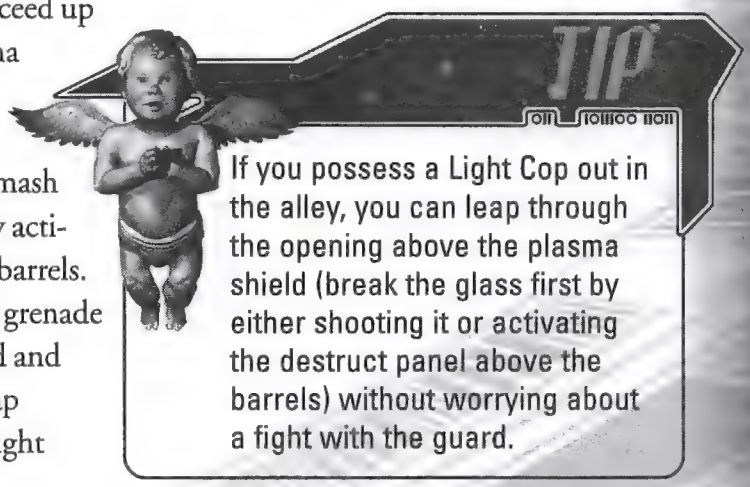
Past the Chots walking from the left of the sewer pipe exit is a red laser field on the right. The field protects the staircase up to a room with the switch to activate the lift. To cause more problems, a plasma shield also blocks the entrance leading to the switch (you can see a Chot trying to shoot the shield to no avail). You must deactivate the laser field before doing anything else here.

Proceed down the alley to the ramp and barricade dividing the two alley sections. A squad of Light Cops awaits you, so it's best to trigger them and let your Chot friends eliminate as many as possible. You can assist if you wish and even take out the Chots if you want. At the intersection in the Light Cop-filled section, take a left and make your way to a glass door on the right, just before the large hangar door. Shoot the glass door with any weapon (it will take several shots) and use the action key on the console inside to deactivate the laser field.



Should you need some grenades, look atop the barrels to the left of the plasma shield. Climb the barrels and use the action key on the box at the top to initiate the self-destruct sequence. The resulting explosion exposes a pack of explosive grenades.

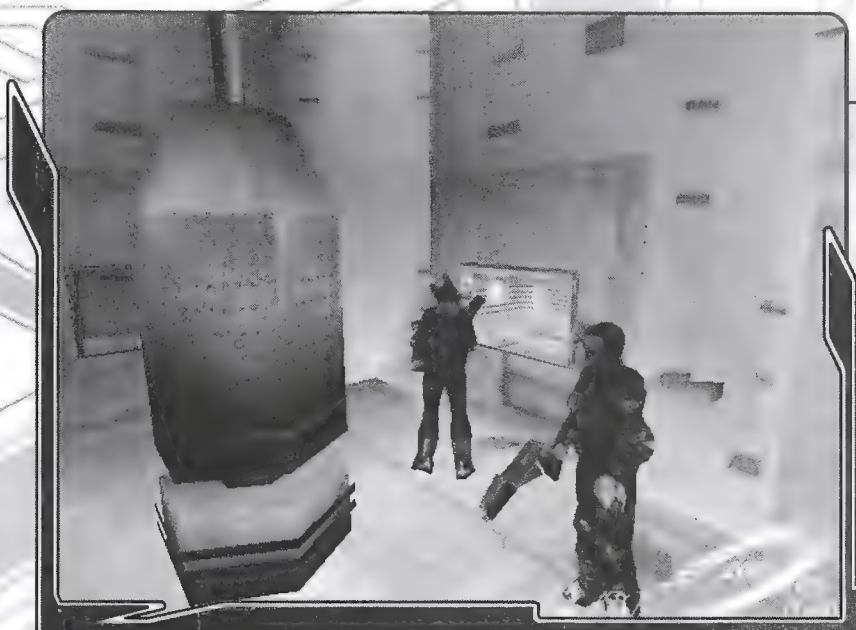
Return to the laser field and proceed up the steps. You'll notice that the plasma shield remains active. Look closely at the entrance and you'll notice a breakable glass window at the top. Smash the glass with a normal weapon or by activating the self-destruct panel on the barrels. With it broken, you can either toss a grenade inside to disable the Light Cop guard and the shield mechanism, or you can leap through the opening and fight the Light Cop inside.



If you possess a Light Cop out in the alley, you can leap through the opening above the plasma shield (break the glass first by either shooting it or activating the destruct panel above the barrels) without worrying about a fight with the guard.

Once you're inside, walk around the back corner and use your action key on the console to activate the lift outside. Before you head to the lift, though, use the two weapon dispensers in the room to grab some better firepower (see Figure 5.11). The weapon dispenser on the right contains a machine gun, while the one on the left houses a bazooka.

Return to the lift, located just to the left of the sewer pipe exit, and use the console, while standing on the lift, to rise to the upper level. Open the door and proceed inside. The door will shut behind you, preventing access back to the alley, so make sure you have everything you desire (improved weaponry, grenades) before you enter.



Use your action key on the weapon dispenser to snag a better weapon.

FIGURE 5.11

Sub-Objective: Possess a Commander and make your way to the busy Downtown rush hour.

Upon entering the room, you'll notice two consoles ahead; both are only accessible by Commanders, but remember their location. A stairway leads down to the right to a locked door only accessible by Commanders. Against the far wall above some crates, you'll notice a grate covering a circular entrance.

There are two ways through the grate, depending on whether or not you're still inside a host with a weapon.

1. If you're inside a host and possess a weapon, jump on the crates just below the grate. When you're on top of the stack, jump straight up

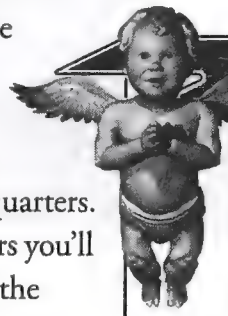
ALTERNATE WAY OVER THE LASER FIELD

Should you desire a more adventurous route over the laser field, you'll need to be in the body of a Chot. Proceed over the barricade to the area where the Light Cops are hanging out. Deal with them (allow your Chot friends to have some fun) and leap up onto the stack of crates down the right path. At the top, hop onto the bridge and then to the ledge that runs along the right-hand wall. From there, you'll need to jump and use the pak gun to coast to the small ledge along the right wall that leads down toward the laser field. From here you can continue further. Depossess the Chot in the air and use Bob to fly and glide over the top of the laser field. Possess the Chot inside and grab the grenades from the crates on top of the barrels. Break the glass, toss the grenades inside the room, and proceed through.

and fire your weapon at the metal grate. It'll break apart and you can then proceed through the opening.

2. If you're currently Bob, climb up the crates on the left side of the room. Glide your way to the ledge with the rectangular crate, then use your action key against it to begin a self-destruct sequence. Stand back and watch the resulting explosion destroy the grate. Proceed up the crates and through the opening.

When you're through the opening, leap onto the metal platform and you'll spot another grate on the floor. If you're inside a host with a weapon, you can blow apart the grate and fall inside. There's a pak weapon inside the room here. You can use it to take out the glass along the wall and glide down to the pipes far below. Be careful to stay on the pipes and not fall into the water below. Check the window on the right to see the Commander finishing her shower. Approach the door ahead and proceed through when it opens. You've arrived at the Commander's quarters.



TIP

If you're currently Bob, you don't need to bother with the pak weapon. You can simply flap your wings and coast down to the pipe below. It's better to head into the Commander's chambers with a weapon, however, as there's a secret compartment inside that's only accessible with weaponry.

Inside the Commander's quarters you'll spot the Commander to the right of the entrance as well as an exit door. If you're inside a host, drop its weapon and possess the Commander (she's unarmed and you'll want the weapon for yourself). Once you're inside the Commander, pick up the weapon and shoot the locker on the left side of the room (see Figure 5.12). Its explosion opens the laser field at the center of the room. Use the action button on the console beyond the field to open a weapon dispenser, containing a bazooka. As the Commander, proceed through the exit door into the Control Room.

Inside the Control Room you'll spot several Commanders watching a video display depicting the acquisition of the "Dark One." An exit to the streets via a staircase lies to the left. Head to the right of the Control Room entrance through the door. Proceed up the stairs and you'll return to the room with the two consoles that can only be activated by a Commander.

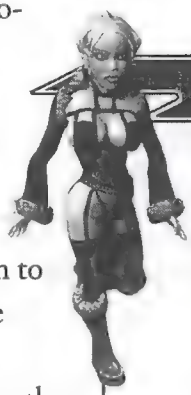
The console on the left releases the Companion Support Bot. Simply stand on the bot and he'll hover near your shoulder. The Companion Bot doubles the firepower of your current weapon by shooting a similar projectile at your target. The right hand console releases the Defensive Guardian Bot. Again, simply stand on the bot and it'll hover around your shoulder. The Defensive Bot immediately charges enemy characters

Destroy this locker to open a weapon dispenser containing a bazooka.

FIGURE 5.12

and attacks from close range; it also provides a distraction while you pummel enemies from long range.

Return to the Control Room and proceed out to the streets via the staircase on the far side. Open the door at the top and walk out to the street. Turn to the left and proceed to the end and the large hangar door on the right. As you approach, several Chots will attack. Use the plentiful crates (not the explosive kind) to take cover. Eliminate the Chots with your weaponry. The attack is much easier if you snagged one of the bots and got a bazooka, either from the weapon dispenser in the Commander's quarters or one left near the bot consoles.



NOTE

Any character can walk through the door into the Control Room, but it's best to already be inside a Commander. That way you don't have to worry about being spotted performing a possession while there. Furthermore, the Commanders might not be pleased to see a lowly Light Cop or, even worse, a Chot inside their domain.

Sub-Objective: Knock out the security guard platforms and discover a way past the red laser field.

Open the door (**1**) and proceed onto the platform that overlooks the vast city (see Figure 5.13). A gun turret rests in the middle of the platform (**2**) and a red laser field (**3**) blocks a catwalk that leads to the left. Across the chasm lie platforms (**4**) occupied by security forces; yellow plasma walls will soon guard them. Various transport vessels fly above the platforms (**5**). Finally, the exit from the area (**6**) sits past the red laser field at the end of the narrow catwalk.

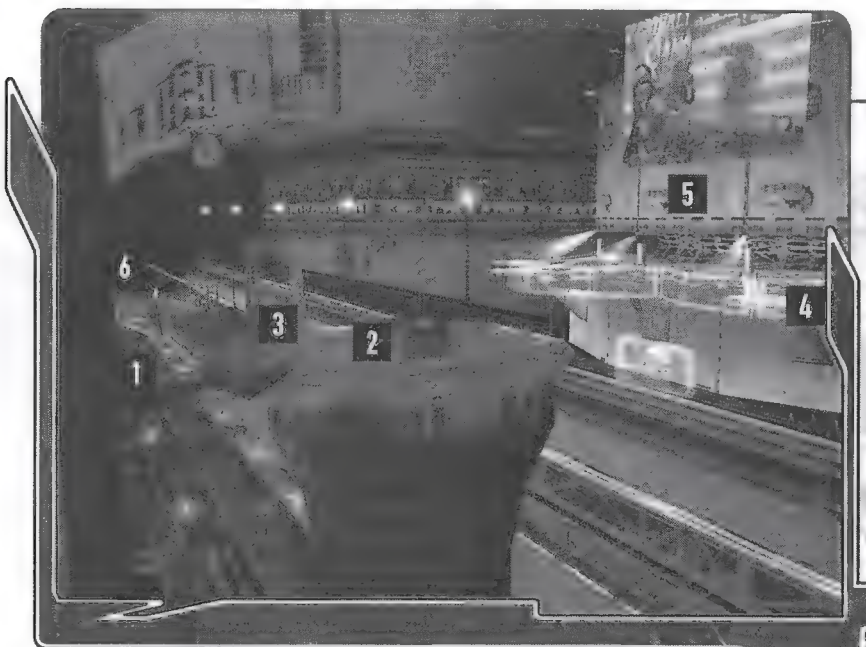
TIP

Should you need additional ammunition, there are several explosive crates along the alley that contain ammo packs. Blow them apart either before or after the Chot ambush to load up.

Your objective is to defend yourself with the gun turret and use it to destroy the laser field wall. Then you can make your way to the end of the catwalk and the exit. Drop your weapon, approach the turret and use the action key to activate it. Watch the brief cut-scene, then turn the turret, toward the yellow plasma walls. At this point, the security forces begin firing at you with bazookas.

TIP

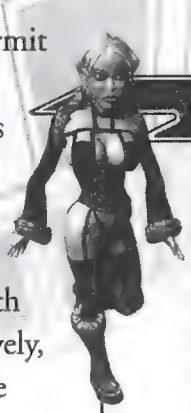
If you've got a bazooka or explosive grenade, just shoot either at the red laser wall and you'll destroy it. No need to bother with the gun turret or the pesky security force on the other side of the chasm.



The gun turret platform.

FIGURE 5.13

The yellow plasma walls won't permit your turret fire from passing through. Instead, wait until the transport vessels pass over the platforms the security guards stand on. Use the gun turret to destroy the transports when they're over the platforms and you'll waste both the Cops and the platforms. Alternatively, you can aim for the supports under the platforms. Once you finish all three, turn the turret to the laser field and destroy it. Proceed through to the exit at the end of the catwalk.



NOTE

You're protected somewhat from the security force and its bazooka fire as long as you remain within the gun turret. You'll still need to eliminate the security force before heading through the laser field, though.

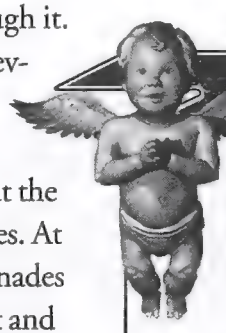
Sub-Objective: Survive a tough path through Chot-infested streets and enter the Outskirts.

Open the door into a small Warehouse. A Medium Cop and a Heavy Cop wait inside behind stacks of explosive crates. If you possess a weapon, you can simply shoot the explosives and the result will kill both Cops. Or, if you're still inside the Commander, they'll leave you alone. During the skirmish, the power generator dies and cuts lights to the room. Try to kill both Cops before the power goes out, or you'll have a tough battle in the dark. Watch the cut-scene from the video display, then use the action key on the access control console on the right of the room to unlock the door to its left and proceed through it.

TIP

Inside the truck trailer on the left side of the room you'll find a stack of crates. Destroy them with a weapon to expose a Defensive Guardian Bot, useful for the Chot-filled street ahead.

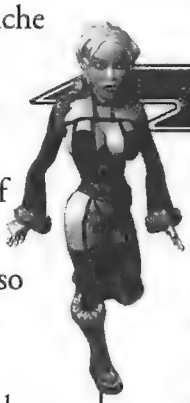
You'll spot a tunnel ahead with several Chots lurking to ambush you. Ahead you'll see a few stacked crates. Move slightly to the right and take out the three Chots that hide behind the crates. At the end of the tunnel are stacks of grenades and explosive crates. Blow them apart and pick up the ammo and grenade packs left behind. Open the door when ready.



TIP

Your current host determines the type of grenade you receive in the packs. For instance, if you're inside a Heavy Cop, you'll acquire Stick'Em Grenades, but if you're a Commander, you'll gain Distortion Grenades.

The door opens to a familiar, foggy street (you passed through this area before). A stack of crates lies to your immediate left with a Chot hiding behind them. Dispose of the Chot without venturing too close. The real trouble here comes in the form of three bazooka Chots—one guards a small niche in the wall above and to the left of the crate stack; one guards a similar alcove further down the street; and another stands behind the crates just in front of the exit door. A few other Chots, with machine guns and pak weapons, are also wandering around and hiding behind other crates.

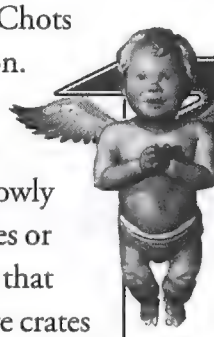


NOTE

It's extremely wise to try and save the bazooka for this point, but the grenades from the previous room should be plenty. Stay behind the crates as much as possible and try to eliminate as many Chots from long distance, either with weaponry or by tossing grenades.

The Chots firing from the elevated position are the toughest. In order to eliminate the first one, jump up the crate stack next to the entrance until you're at the top. From there you can turn slightly to the left and take out the bazooka Chot there without getting in his line of sight. Simply use a grenade or the bazooka.

You can likely eliminate several Chots on the ground from this high position. Furthermore, you can get up on the bridge and rain down grenades from above. If not, continue to advance slowly down the street and use your grenades or other weapons to pick off any Chots that enter your line of fire. A few explosive crates also litter the street and can provide extra destructive power against any nearby Chots. Of course, they'll also provide ammunition packs. Proceed cautiously down the street and open the door at the end to enter the next level, the Outskirts.



TIP

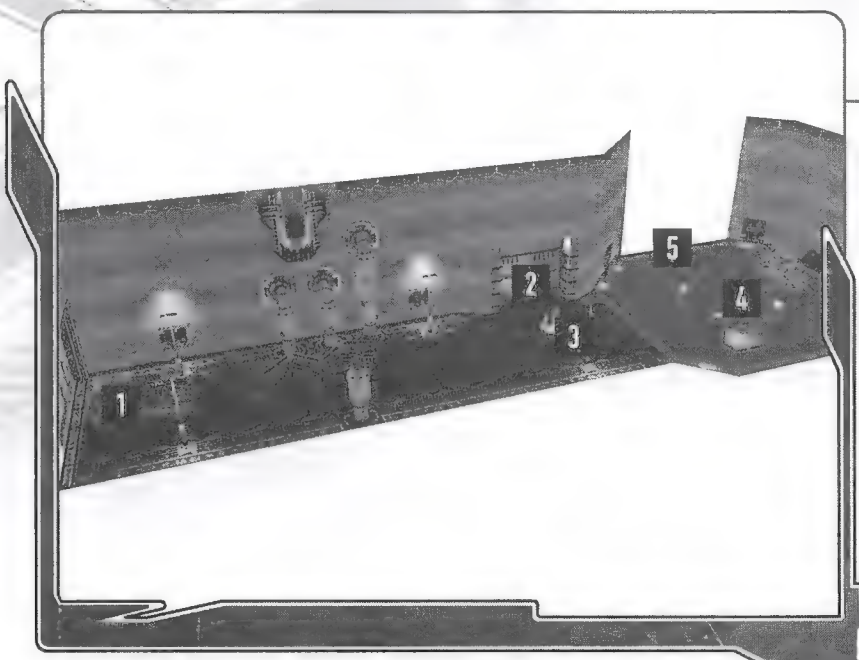
If you run out of grenades fighting the Chots, you can always return back through the door to the previous tunnel and pick up any additional grenade packs you couldn't carry before.

The Outskirts

Primary Objective: Chots have captured Old Town's power generator in the Sewer. Make your way to it and switch the area's power back on before making your way up to the lab.

Sub-Objective: Survive the Chot ambush outside and get through the security door.

After arriving in the Outskirts from behind the tank, you'll notice a pile of rubble blocking the path ahead (see Figure 5.14). Unfortunately, it's the end of the road for the tank. In the alley ahead you'll spot a security door on the left with a green scanning device positioned just in front. Beyond the door you'll see some patrolling Cops, likely engaged in gun battles with some Chots. Down the alley to the left are more Chot attackers, including one using a bazooka.

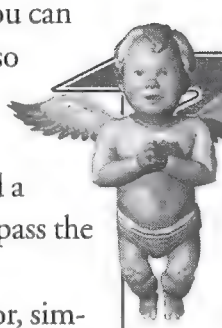


The Outskirts entrance.

FIGURE 5.14

If you're already inside a Cop, you can help eliminate the Chots. You can also get inside a Chot and help them defeat the Cops. To get inside the door on the left, however, you'll need a Cop; you can't use Bob or a Chot to pass the security system.

To pass through the security door, simply walk up to the green switch in front of the door and listen to the voice activating the scanning process. However, if you're feeling

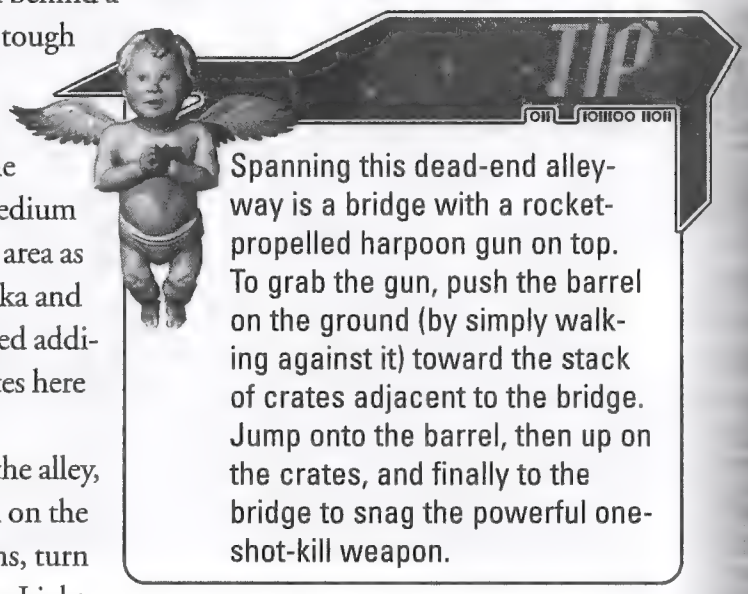


TIP

Ending the Downtown level inside a Cop allows you to quickly enter the security door without dealing with the Cop and Chot battle or the hassle of possessing one of the fighting Cops.

adventurous and you're well armed, you can head past the door to a dangerous street on the left filled with Chots and powerful weapons.

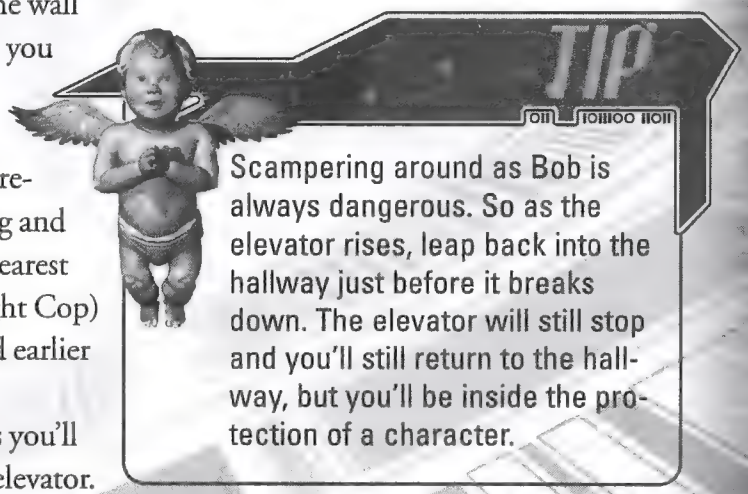
At the end of this dead-end alleyway, you'll find the most dangerous foe, a bazooka-carrying Chot, well covered behind a stack of boxes. This guy is extremely tough to take out, so it might not be worth risking your life and character for the weapon. If you choose to fight the Chot, grab a machine gun from a Medium Cop and use the crates that litter the area as cover. Once defeated, grab his bazooka and return to the security door. If you need additional ammunition, blow up the crates here to expose ammo packs.



Spanning this dead-end alleyway is a bridge with a rocket-propelled harpoon gun on top. To grab the gun, push the barrel on the ground (by simply walking against it) toward the stack of crates adjacent to the bridge. Jump onto the barrel, then up on the crates, and finally to the bridge to snag the powerful one-shot-kill weapon.

Once you're finished exploring the alley, return to the security door and stand on the scanning device. Once the door opens, turn to the left and descend the stairs. Two Light Cops patrol these hallways. In the room ahead you'll spot a Welder on the right working on the wall—remember his location. Continue through the halls until you reach an elevator. Hop onto it and use the console to begin your ascent.

Moments later, a mechanical failure causes the elevator to stop. Scan the area and you'll notice a small crack between the wall and the floor of the elevator. As Bob, you can return to the hallway through this small gap. Depossess your current host (dropping his weapon beforehand) and crawl through the opening and back down to the floor. Possess the nearest character (possibly a Worker or a Light Cop) and return to the Welder you spotted earlier in the level.



Scampering around as Bob is always dangerous. So as the elevator rises, leap back into the hallway just before it breaks down. The elevator will still stop and you'll still return to the hallway, but you'll be inside the protection of a character.

Discreetly possess the Welder, as you'll need his welding torch to repair the elevator. Return to the small alcove underneath the elevated lift with your new host. Notice the smoking gear on the left wall. Approach with the Welder and use the action key on the smoking gear. A brief cut-scene shows the Welder repairing the cables and the elevator descending to just above the Welder's head (see Figure 5.15). Leap back into the hallway and use the switch on the wall to lower the elevator to the floor.

Use the Welder to repair the broken elevator to ascend to the next floor, and gain access to the Sewer and Laboratory.

FIGURE 5.15

Sub-Objective: Before heading into the Laboratory, locate the entrance to the Sewers and proceed down to restore power.

NOTE

Should you feel especially sadistic, you can depossess the Welder as he stands in front of the repaired gear. Then use the elevator switch as Bob or another character and watch as the elevator crushes the poor Welder!

Before returning up on the elevator, you should switch hosts from the Welder to a Light Cop you'll find patrolling the hallways. The next floor of the Outskirts is crawling with Cops; as soon as you exit the elevator, you'll come under fire immediately. Return to the elevator and use the console on the elevator once again. This time it won't break down and it will ascend all the way to the top. When you reach the door, a message displays that the elevator is damaged once again, but there's no need to return to the lower floor from here onward.

Exit the elevator and you'll emerge on the Operations Level. Ahead you'll see two Medium Cops facing you and guarding the hallways to the left and right. If you walked off the elevator as Bob or as a Welder, you could soon come under fire (the Cops will bark for the Welder to get back to work and then start shooting). Ahead of

the elevator you'll also see a locked door with no apparent means of getting inside. Turn right from the elevator and head to the intersection.

At the first intersection, follow the right path until you spot the laser field protecting a door on your right. Inside you'll spot an electric panel and a droid. If you wish, you can disable the laser field by shooting through it and striking the electric panel. Once the panel is destroyed, the field deactivates, permitting access to the Laboratory (see Figure 5.16).

WARNING

Don't worry about exploring the Laboratory quite yet; you still have work to do down here, including restoring Lab power via the generator in the Sewers.

The laser field protects the entrance to the Laboratory—but you'll need to visit the Sewers first.

FIGURE 5.16

After investigating the laser wall, return to the lift you used to reach this Outskirts Operations Level and take the left hall to a closed door. Open it and you'll emerge outside on a bridge overlooking a street section. A Light Cop carrying a bazooka patrols here. If you desire a more powerful weapon, take the Cop out with a chokehold; alternatively, you can simply possess him in a discreet fashion.

Continue across the bridge until you reach a set of two Light Cops, one Medium Cop, and a staircase leading up on the right. Moments after you arrive, several Chots will descend the staircase and ambush the Light Cops. Assist the boys in blue and

dispose of the troublesome Chots (a much easier task if you snagged the Cop's bazooka). Once the fight concludes, continue up the stairs to additional stairs ahead on the lift.

The paths ahead lead into Sewer Access—an area overrun with Chots. You'll likely be inside a Cop here, so expect a firefight with the patrolling Chots. If you take the high path, up the stairs, you'll face only one Chot while bypassing a couple roaming the level's floor. If you take the lower route, ignoring the stairs, you'll need to take out a few Chots before continuing on. Once you've cleared the lower level, or simply run past the Chots, you'll come to the ramp. Descend into the Sewer here to begin the next level.

ALTERNATE PATH TO THE SEWERS

Enter the garage area across from the laser field and approach the large door. Use the action key to exit to the streets. You'll spot a Medium Cop and a Heavy Cop patrolling the circular courtyard ahead, as well as other Medium Cops on guard. Beware of some Cop and Chot battles here. Take cover behind crates and debris, or join in on the skirmish if you wish. To your immediate right is a blasted door that refuses to open. Ahead and to the left is another garage door. Approach it and enter. Inside you'll find another parked tank and a Cop guard. Behind the Cop, however, is an elevator to the Sewer Access section. The lift here leads to the stairs just before the Sewer. Also, you can explore the left path just before the garage. You'll discover stairs at the end leading up to three weapon dispensers. Inside you'll find a maimer on the left, a rocket-propelled harpoon gun in the center, and a flamethrower on the right. No matter which path you take to the Sewers, these powerful weapons will prove highly useful.

Sewer

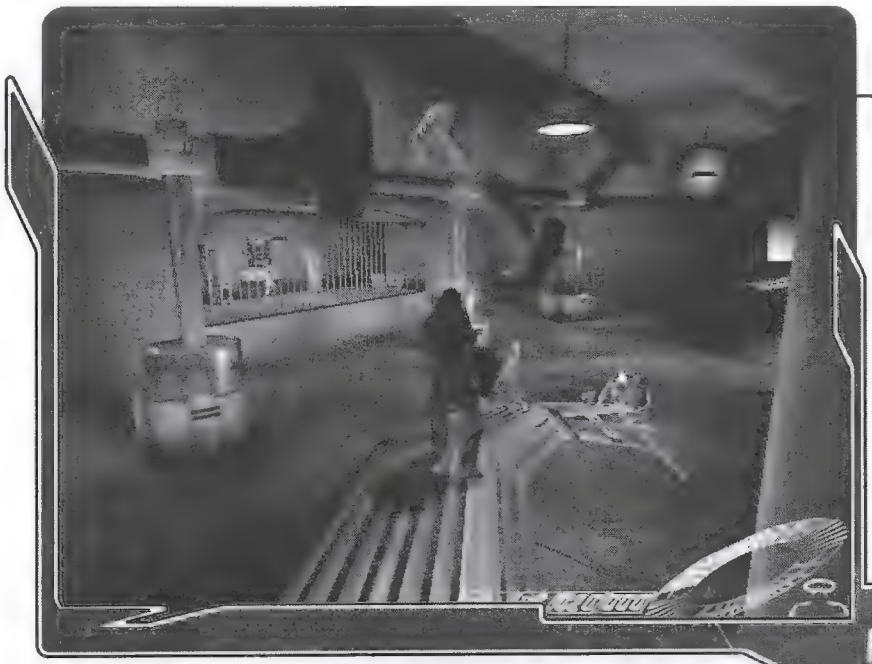
Primary Objective: Find the power generator and recapture it. Turning the generator back on restores power to the Laboratory.

Sub-Objective: Reach and cross the broken bridge that leads deeper into the Sewers.

After dropping down from the Outskirts, you'll immediately find yourself facing a Chot. Possess him; you'll find the Chot-infested early part of the Sewer level much easier to navigate.

Follow the path around as it winds to the left. On the right you'll spot a locked door guarded by a couple of Chots. Continue through the underground tunnel until you locate the metal bridge ahead. Across the bridge and in the next room stands a Medium Cop. As you approach the bridge, he might notice your advance. If you're inside a Chot or running around as Bob, expect a battle.

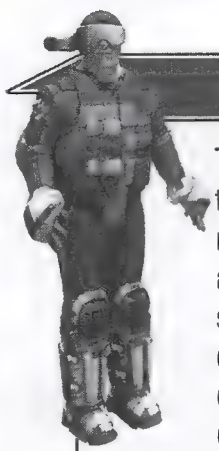
Take a right onto the metal catwalk and follow it until you reach a room with moving platforms on the left and a broken bridge ahead (see Figure 5.17). With the large gap in the bridge, you'll have to find an alternate way across.



You can't traverse the bridge—it's time to use Bob's wings!

FIGURE 5.17

Turn to face the moving platforms. Jump out over the sewer sludge and depossess your current character, dropping him painfully into the brown liquid (so he won't bother you any longer). As Bob, flap your tiny wings over to the first moving platform on the left. Then turn right, face the middle platform, and jump over to it (you might have to flap your wings slightly). Once you reach the third platform, turn to the right and face the section of bridge you couldn't reach before. Leap over and continue your trek through the Sewer.



WARNING

Take your time while crossing the metal bridge. It's quite narrow and you can't survive a fall into the nasty sewer sludge underneath. If you slip off as Bob, flap your wings quickly to regain your position on the bridge.

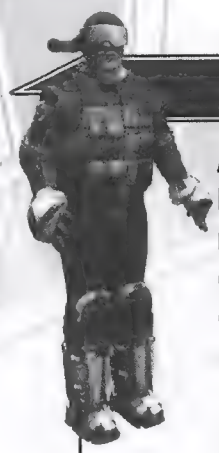
TIP

If you have trouble crossing the moving platforms or flying back to the bridge, use the barrels floating in the sludge as stepping stones.

Sub-Objective: Figure out a way through the laser field to activate the power generator inside.

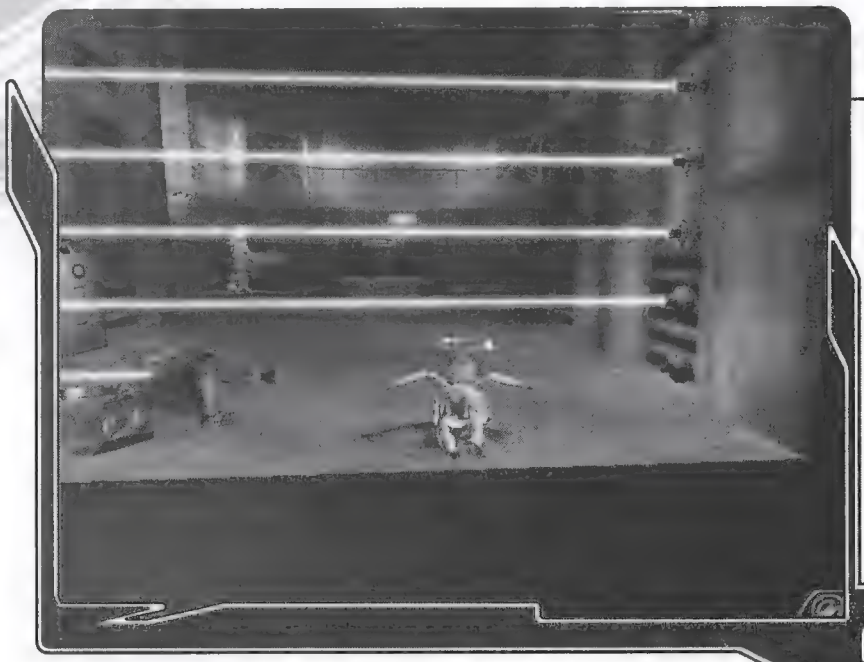
At the next intersection, turn to the right and examine a yellow laser field pro-

tecting the power generator. There's no way to switch off the field, so you'll have to find another route to your goal. At the bottom of the field is a dead Cop blocking the bottom beam. On the right side of the field you'll notice a small gap at the bottom just large enough for Bob to crawl through. Toggle crouch and crawl under the laser field (see Figure 5.18).



WARNING

After crossing the gap in the bridge, be careful as you make your way to the power generator. One of the pieces on the metal bridge will collapse. Have your finger ready on the "flap wings" button to prevent Bob from taking a spill.

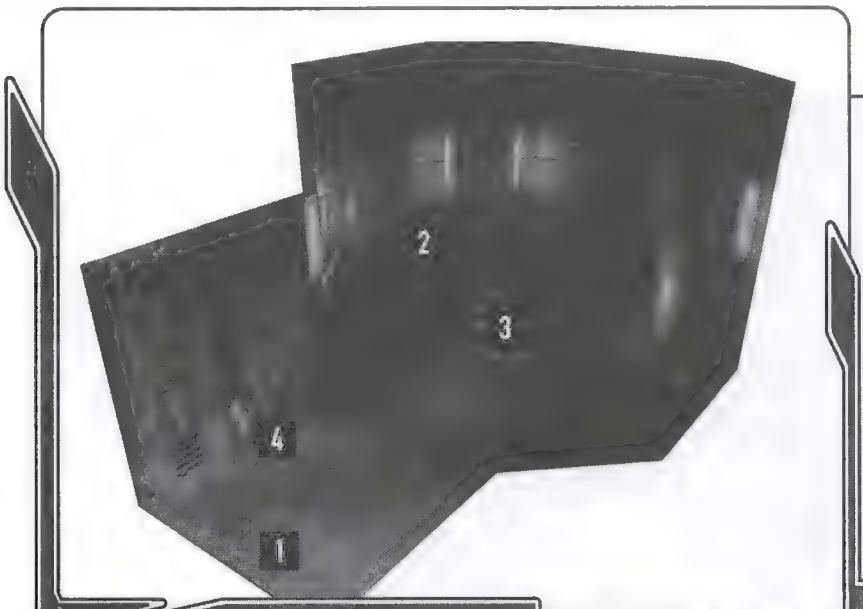


Only Bob can crawl under the laser field protecting the power generator.

FIGURE 5.18

After entering (**1**) the room (see Figure 5.19), you'll notice a Chot having dinner at the expense of a Medium Cop (**2**). Another Chot stands behind the center console. Possess either Chot, though the one dining is the easier of the two. Once you're safely inside a Chot, stand in front of the console in the center of the room (**3**) and use the action key to restore power to the Outskirts. Walk over to the hand console positioned against the wall (**4**) and use the action key again to disable the laser field. Return out-

side and proceed through the previously locked door ahead of you, which leads to another door and back out to the first room of the Sewer level.



The Outskirts power generator.

FIGURE 5.19

Proceed back to the first metal bridge that you crossed where the Medium Cop could be seen in the distance. Depending on your current host, you might be required to engage in combat with some of the Cops remaining in the area. Either way, ascend the stairs on the right and follow them to the door on the left.

Open the door and you'll exit into an alley just behind a busted tank. A squad of Cops and Chots will engage to the right. Turn left and head down the alley. You'll encounter additional Cops here; depending on your current host, you may run into a battle. There are several barrels and crates you can use here for a gun fight if necessary.

TIP

Look on the left side of this open courtyard for a rocket-propelled harpoon gun. This powerful weapon is particularly useful against the aggressive Cops and Chots that occupy the remainder of the Outskirts.

From the open courtyard, follow the alley to the right (avoiding more Cop guards) and open the door. Continue forward down the alley and you'll run into some Chots. As before, depending on your current host, you may have to deal with the enemy

forces. Crates, barrels, and other objects litter these back alleys; use them for fire cover and take your time as you move through (see Figure 5.20).

The trip back to the Laboratory is filled with tough gun fights. Use the crates as cover—or better yet, find the secret Chot Behemoth.

FIGURE 5.20

Follow the alley to the right and back into the Outskirts courtyard just outside the two tank garages. Several more Cops and Chots occupy this area, including a tough Medium Cop carrying a bazooka. Open the door to the right of this Medium Cop, head past the tank, and up the stairs to the laser field protecting the entrance to the Lab. If you haven't done so already, simply fire a weapon through the laser field at the droid working on the field's power box. This will deactivate the field.

Enter the door on the right side of the room and use the lift to ascend to the Laboratory.

ALTERNATE WAY BACK TO THE OUTSKIRTS

Before returning to the Outskirts, locate a narrow hallway underneath the stairs. Open the gate there and follow the path to a square room with a Chot Behemoth surrounded by several Dwarf Chots (and one very frightened Light Cop). After the cut-scene depicting the "ritual," proceed down to the center of the room and possess a Dwarf Chot, if you wish. But the real treasure here is the Chot Behemoth. This lumbering giant can dish out insane amounts of damage and can take plenty of damage to the torso. Locating this beast makes your return trip to the Outskirts much easier. Possess the Chot Behemoth and return through the hallway to the staircase and Cop guards. Go up the stairs and through the door. Follow the Outskirts walkthrough from here.

Laboratory

Primary Objective: Create and possess a Fleshy Behemoth to open the door leading to Father Prime.

Sub-Objective: Begin the Fleshy Behemoth creation process.

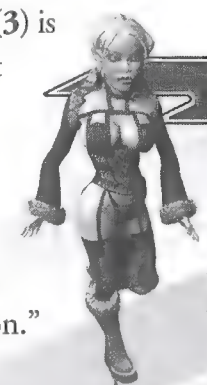
Once you've ventured down to the Sewer and restored power to the Outskirts, you're ready to head to the Laboratory level. If you visited this area previously, you wouldn't have been able to do anything significant because the Laboratory requires power. Use the lift behind the red laser field (which you disable by shooting and destroying the power box) and ascend until you reach the lab.

When you exit the lift, notice the Fleshy Behemoth room ahead. You can explore the interior now if you wish, but you can't do anything of significance. Two paths here lead to the left and to the right; take the right one. You should see an alcove to the right. The door in here is currently locked; it provides access to a lift that takes you to Father Prime. If you attempt to open the door, you're told that the pressure-activated door can't be operated manually—looks like you'll need to find another way inside! Look for a Scientist, either in this alcove or walking around the hall and discreetly perform a possession.

As you continue down the hall, you'll eventually come to a blue laser field. The area beyond the barrier is accessible to Scientists only. If you're still in a Cop or Chot, or running around as Bob, you need to possess a Scientist to explore the other side. Use the instructions above to take one over, then continue forward to a set of consoles on your right.

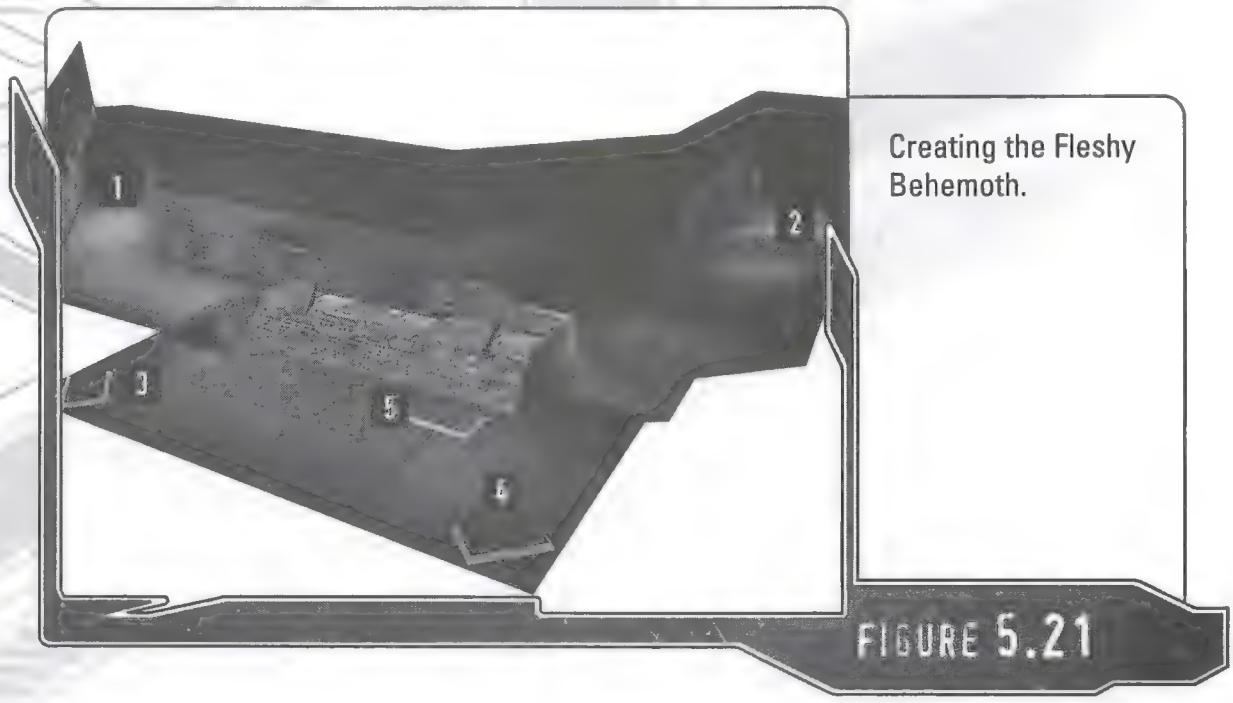
You can reach the Behemoth control console from both the right (**1**) and left paths (**2**) that lead away from the level's entrance (see Figure 5.21). A small gun turret (**3**) is positioned in the corner. If a Scientist (**4**) spots unusual activity, such as Bob running around, he'll sound an alarm that activates the turret. Use the console (**5**) with the lit pad in front, while inside a Scientist host, to begin "Initializing Behemoth Creation."

Sub-Objective: Possess the Fleshy Behemoth and use it to open the door to Father Prime.



NOTE

You can't create the Fleshy Behemoth until you've ventured into the Sewer to restore power to the Outskirts. If you're inside the Laboratory and you haven't played the Sewer level, return down the lift to the Outskirts and make your way to the Sewer.



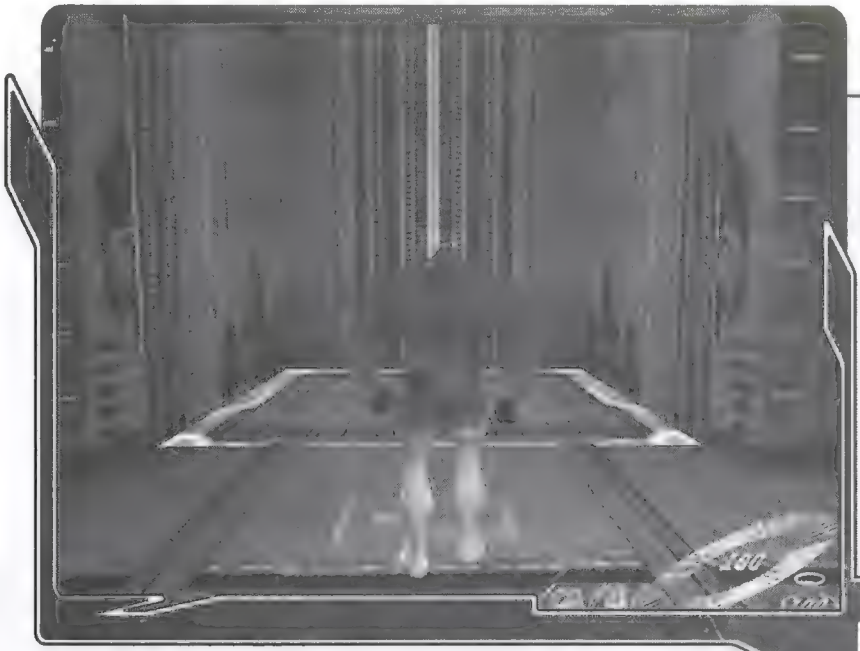
Creating the Fleshy Behemoth.

FIGURE 5.21

Wait for the conclusion of the creation sequence. Head back down the hallway, pass by the security laser field, and return to the main Laboratory door positioned across from the lift you used to enter the area.

Approach the door and watch the Fleshy Behemoth tear through it with its gigantic arms. Exit your Scientist host and possess the monstrosity. Head out of the lab and return to the locked door mentioned previously (if you're facing the main Laboratory door, it's in an alcove to the right). Behind this door is a lift that takes you to the first boss in *Messiah*, Father Prime (see Figure 5.22).

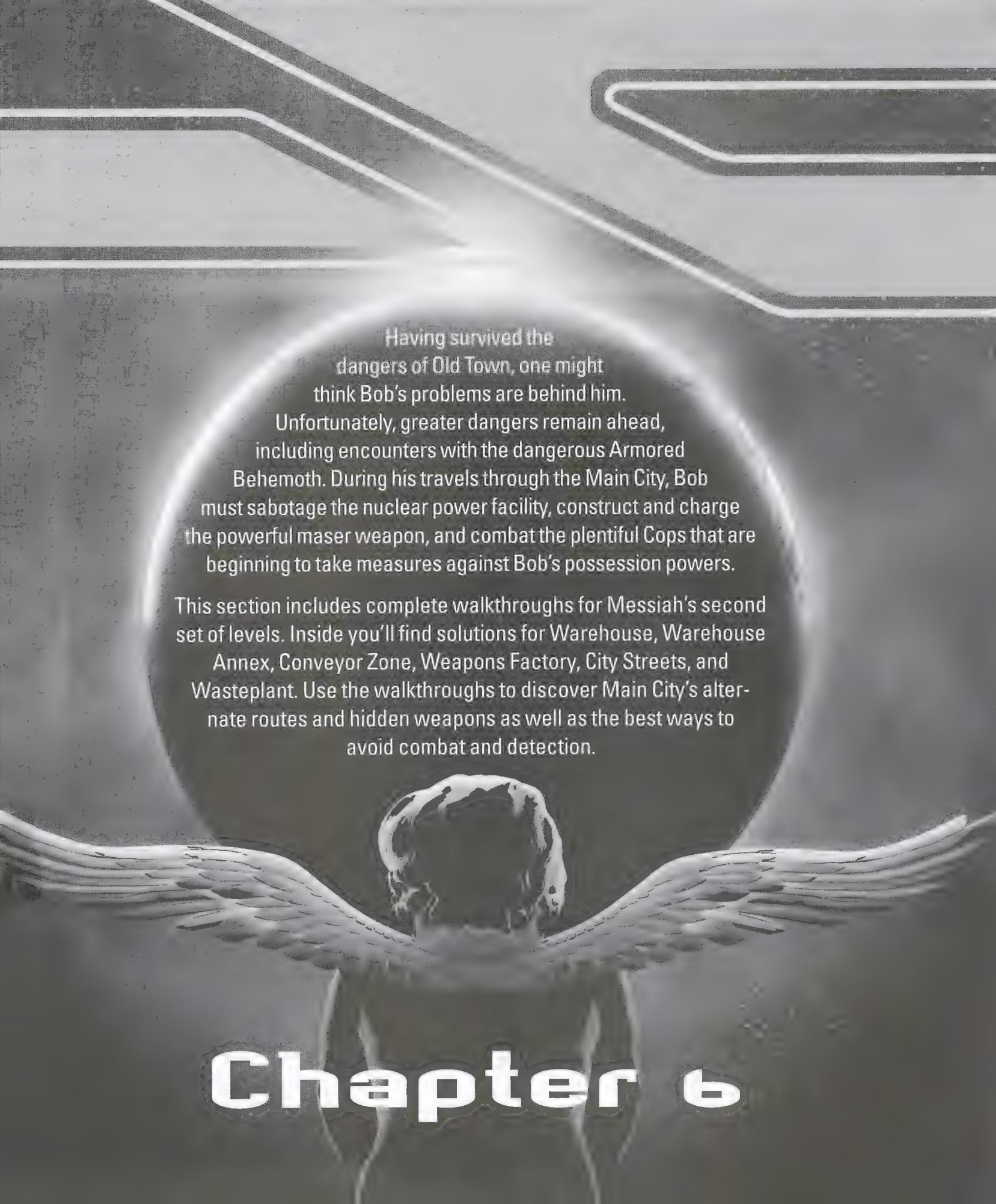
Use the Behemoth and approach the locked door. His weight will activate a pressure plate in front of the door, providing access to the elevator that takes you to the final level of Old Town. Watch the scripted sequence with Father Prime and prepare for the next city.



Locate the locked door and proceed through with the Fleshy Behemoth.

FIGURE 5.22

MAIN CITY



Having survived the dangers of Old Town, one might think Bob's problems are behind him. Unfortunately, greater dangers remain ahead, including encounters with the dangerous Armored Behemoth. During his travels through the Main City, Bob must sabotage the nuclear power facility, construct and charge the powerful maser weapon, and combat the plentiful Cops that are beginning to take measures against Bob's possession powers.

This section includes complete walkthroughs for Messiah's second set of levels. Inside you'll find solutions for Warehouse, Warehouse Annex, Conveyor Zone, Weapons Factory, City Streets, and Wasteplant. Use the walkthroughs to discover Main City's alternate routes and hidden weapons as well as the best ways to avoid combat and detection.

Chapter 6

Warehouse

Primary Objective: Overload the nuclear power generator to fry the annex security door circuits.

Sub-Objective: Discover a way into the Tank Garage and use the lift found within.

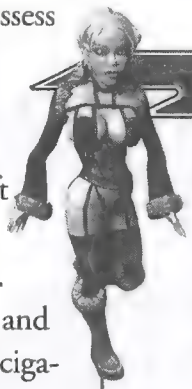
Bob begins his journey into the Warehouse inside the entrance lift. First, enter the Warehouse door. Inside this first room you'll spot two Welders, one working on the underside of a tank just ahead, and another behind a tank on the far side of the room. In addition, you'll find two Light Cops, one patrolling the center of the room (moving toward Bob), and another having a cigarette break behind some crates on the left side of the room.

The optimum route is to quickly scamper to the right side of the first tank and turn left once you've passed the second. You should find yourself just next to the Welder fixing the second tank. The patrolling Cop has now passed this area and is near the lift door you came in through. Turn left and chase the patrolling Light Cop, making sure that you remain out of his sight before attempting possession (see Figure 6.1).

Stay to the right after exiting the lift and you'll stay out of sight of the Welder and patrolling Light Cop.

FIGURE 6.1

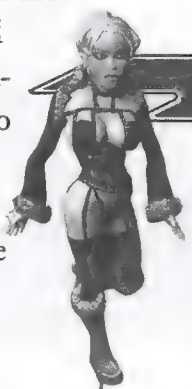
A secondary route would be to possess the Light Cop taking the smoke break behind the crates. Enter the room in a similar fashion, dashing past the two tanks and staying to the right. Turn left after the second tank and run to the crates ahead, again staying to the right. Once you've reached the wall, face left and you'll spot the Light Cop enjoying his cigarette. Use Bob's wings and possess him.



NOTE

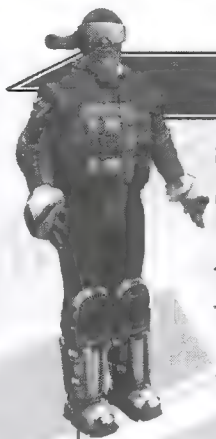
The only reason you'd want to charge into the room and head to the left is if you want an early firefight. The patrolling Cop will immediately spot Bob as he exits the lift and open fire. You'll have to possess a Cop or Welder quickly to stay alive and have to deal with additional fire from the Light Cops in this room.

If you're having trouble keeping the Light Cops from opening fire, you could opt to possess the Welder working on the second tank. The problem is that he can't enter the second room; only the Light Cops and Medics can pass through the door leading to the next area. Still, it's possible to continue. After charging off the lift, stay to the right and turn left past the second tank. The Welder here faces the tank and won't notice your possession attempt. After entering your new host, walk back to the front of the first tank, stand next to the console, and activate the button (which can only be activated by the Welder). The tank lowers and crushes his coworker laboring underneath it. A Medic then appears from the left side of the room to aid him. Exit the Welder's body and take possession of the Medic to enter the next room.



NOTE

If you've caused a firefight and need additional ammunition, use your primary weapon to blow apart the crates near the exit door. Grab the ammo packs revealed underneath.



WARNING

It's still much more advantageous to possess the Light Cop than the Medic. Even though the Medic can enter the second room, that's as far as his clearance permits. You'll have to possess another character in the second room to continue.

Either as the possessed Cop or Medic, press the action button in front of the far door to enter the second room. The entrance (**1**) is away from the Light Cops, but if they heard a firefight in the previous room, you could come under fire immediately (see Figure 6.2). A control room with two switches (**2**)—one for the lift (**3**) and another for unlocking the door to the Tank Garage (**4**)—lies on the far side of the

room. A machine gun rests on a high platform, (**5**) accessible by jumping atop the crates. Stacks of explosive crates (**6**) provide ammunition should you need more. Finally, the eventual exit leading to the Annex level (**7**) is located on the left side of the room.

The Warehouse Annex room.

FIGURE 6.2

Once again the room contains two Welders, this time working on crates at the far side of the room, and two Light Cops, one guarding the door to the Tank Garage and another patrolling near the Annex door. There's no reason to change possessions inside this room, so don't flash your weapon or engage any of the Cops. Before heading deep into the room, turn to the left and spot the catwalk-style platform. On top of the platform you'll see a machine gun. If you wish to switch weapons, simply leap up on the crate and then onto the platform. Drop your pump and grab the machine gun, but be sure to keep it holstered so it doesn't attract the attention of the Light Cops.

TIP

Stay out of a firefight in this second Warehouse room. You'll want to keep one of the Workers alive here so you can possess one for use later in the next level, the Annex. If you must fight the Cops here, head left or right when you enter the room as use the crates as cover.

Proceed to the far end and enter the Control Room (the entrance is on the right side of the room). Inside you'll find two consoles. The one on the left opens the door to the Tank Garage and the other operates the lift in the center of the room. Use the action button to operate the left console to unlock the Tank Garage door. Exit the booth, turn left, and proceed inside.

Sub-Objective: Enter the Elevator Control Center to activate the lifts providing access to the Warehouse's other levels.

Inside the Tank Garage you'll find two more Welders working on some tanks, two Light Cops guarding the door leading to the Elevator Control Center, and a Medium Cop carrying a machine gun. There is also a small pack of grenades on top of one of the tanks, but you'll have to use the console just adjacent to the tank to lower it and provide access (you must be inside a Worker to operate the console).

The center of the room doesn't include much cover, so it's extremely important to keep your weapon holstered and not attract any unwanted attention. Proceed through the garage to the door protected by the two Light Cops. Open the door with the action button and head inside.

A console against the right wall summons a Nuclear Technician into the room. Snagging a Nuk Tek this early in the level allows quicker access to a secret rocket-propelled harpoon gun found deeper in the Warehouse. The lift console rests to the left as you enter. Face it and press the action key in combination with the up arrow to send the lift to the Elevator Control Center. Open the door at the room and proceed inside. You'll find a patrolling Light Cop and a computer console ahead. Before you head to the console, turn to the left and spot the glowing switch. Use the action button to activate it, which opens a weapon dispenser; grab the flamethrower inside.

TIP
Before activating the console, consider eliminating the single patrolling Light Cop. Simply walk behind the Light Cop and ignite him with the flamethrower. You'll want him out of the picture because his allies will soon be on the way.

Once you've acquired the flamethrower, approach the center console and use the action button. This activates another elevator inside the Tank Garage. However, moments after you've pressed the switch, an alarm sounds and additional Light Cops enter the elevator to intercept you. The Light Cop patrolling the room will turn and attack once you've messed with the console. Take him out with the flamethrower. Face the elevator door and enter Combat Mode (see Figure 6.3). As soon as the elevator door opens, hold down the fire button and ignite

With flamethrower in hand, face the elevator door and get ready to ignite some Light Cops.

FIGURE 6.3

the cops. Stay back or you'll accidentally set yourself on fire, a mistake that will force Bob to exit the host.

Before heading back down the lift, take note of the previously locked door to the right of the power console. Proceed through this door to find a Worker fixing a control panel. Possessing the easily attainable Worker here eliminates the need to snag one in the Cop-filled rooms below.

Head back down the elevator into the Tank Garage. Approach the previously locked door and enter. It's another lift—head up. If you re-enter the tank garage as Bob, the Medium and Light Cops will immediately open fire. Head to the left or right quickly and possess a Light Cop. Take cover behind the tanks and either retreat to the newly opened lift or try to defeat the Cops with your primary weapon.

TIP

If you're entering Level 2 Storage as Bob, peek inside the room and wait until the Heavy Cop's back is turned. Charge into the room and stay to the right and run behind the tank. Leap up and possess the Worker here.

Sub-Objective: Lower the radiation robot to the Nuclear Power Control Center and cause an accident.

The elevator takes you to Level 2 Storage. Inside you'll spot a Medium Cop guarding a radiation robot (radbot) mechanism, a Heavy Cop carrying a flamethrower patrolling the room, and a Worker fixing a tank.

Although you don't need a Worker host until the next area, Level 3 Storage, it's actually much easier to possess the Worker in this room because he's conveniently concealed behind a tank. Enter Level 2 Storage and stay to the right. Walk behind the tank. Turn your back to the Worker and depossess your current host. Immediately back flip Bob into the Worker and possess the new character. Move forward hugging the wall on the right and enter the next door, revealing an elevator to Level 3 Storage.

Use the elevator console and proceed upward. Occupying Level 3 Storage are the following: a Worker fixing a tank, a Light Cop guarding a door, and a Medium Cop patrolling the room. You'll notice quickly that the Worker here stands out in the open, making him very difficult to possess. As mentioned previously, it's much easier to take over the Worker in the previous room. If you must possess this one, however, eliminate the two Cops before attempting it.

TIP

An ammo pack filled with grenades rests atop a crate stack in the center of Level 3 Storage. Simply jump up the small crates and make your way to the top.

Once inside a Worker, locate the radbot console directly opposite from the elevator entrance. Press the button on the console (again, you must be inside a Worker to operate it) to send the radbot down to Level 2 Storage (see Figure 6.4). Head back into the elevator and return down one floor.

Press the radbot activation switch once you've possessed a Worker character.

FIGURE 6.4

Exit the elevator to Level 2 Storage and locate the radbot console across the room (guarded by the Medium Cop). The Medium Cop attacks if you try to adjust the console. Discreetly depossess the Worker and enter the Medium Cop. Move the guard behind some crates, then return as Bob to possess the Worker. It's important to avoid combat here so you keep your Worker host alive.

Quickly approach the console and activate the button with the action key. Work fast or the Cops will become agitated that you aren't working on tanks or crates. Operating the console here sends the radbot down to Basement Storage. Enter the elevator and proceed down two floors to Basement Storage.

Exit the lift into the basement and locate a Worker and a couple of Light Cops guarding the radbot console. Approach the console and use the action button to send the radbot down into the Nuclear Power Control Center.

Approach the other large door, marked with a "B" and the nuclear power symbol, and enter. Operate the lift inside and proceed down to the Nuclear Power Control Center. Exit the lift and take notice of two Nuke Teks wandering around the room. No characters threaten you here, so safely depossess the Worker and hop into a cowering Nuke Tek.

Locate the console on the left side of the room and use the action button as the Nuke Tek. You'll spot the radbot entering the Nuclear Power Control Center and operating some mechanisms. Not long after the radbot begins its work, an accident occurs, spilling radiation into the Warehouse. An emergency alarm then sounds and the Annex door security systems are deactivated (see Figure 6.5).

Head back up to Basement Storage and return to the Tank Garage by operating the lift. Locate the door returning you to the second room where the locked Annex

SNAGGING THE ROCKET-PROPELLED HARPOON GUN

Thorough exploration of Basement Storage reveals a console that can only be activated by Nuke Teks. You can acquire a Nuke Tek either from the Tank Garage (by activating the console that summons one) or after you've ventured into the Nuclear Power Control Center and caused the accident. After activating the console, a crate rises from the floor. Jump onto it and leap to the platforms, hugging the right walls of the room. Follow the platform till you can't move any farther without falling. Face the center of the room and spot a stack of crates. Jump on top of the stack. Leap again to the platforms across the room and turn right. Proceed to the end of this platform walkway to a weapon crate. Use the action button to reveal a rocket-propelled harpoon gun, an extremely useful weapon to carry into the next level.

After the radbot causes the nuclear catastrophe, make your way back to the second room on this level and proceed through the Annex door.

FIGURE 6.5

door is located. Grab any available weapons from the deceased—and now heavily radiated—Cops and open the Annex door to move on to the next level.

Warehouse Annex

Primary Objective: Locate the Annex exit and make your way to the Conveyor Zone.

Sub-Objective: Deactivate the red laser field protecting the power switch.

Immediately after exiting the Warehouse, you'll find yourself in a crowded alleyway. To the right is a locked door leading to the outside world (this is your final objective, so prepare to return here later). To the left you'll see a staircase leading to additional alleys. Seek out the crates inside this alley and take cover immediately. A Chot soon races down the staircase fleeing from a Heavy Cop and a Light Cop.

You have a number of options here. Possessing the Chot will instigate an immediate firefight with three Cops—the two chasing and another with a bazooka waiting farther down the alley. Possessing one of the Cops is the better option, but you'll need to take him over discreetly so his partner doesn't spot you entering the host (see Figure 6.6).

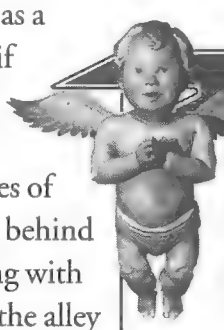
Hide behind the crate and wait for the fight between the Cops and the Chot to ensue. Once the Chot is eliminated, follow them and possess one by sneaking up from behind. Continue up the stairs and you'll reach an intersection, with one alley leading

Possessing a Cop here allows you to avoid nasty bazooka fire.

FIGURE 6.6

straight ahead to a Heavy Cop with a bazooka waiting up high, and another going to the right and featuring two Chots and a laser gate.

Deal with the two Chots, either as a Cop or as a Chot (they'll ignore you if this is your host), and get past them to a recess on the left. Down here you'll find a room protected by a series of red laser beams and a Chot cowering behind a stack of crates. You can't do anything with the laser gate from here, so return to the alley and turn right, moving toward a staircase on your left and the Heavy Cop perched high up ahead.

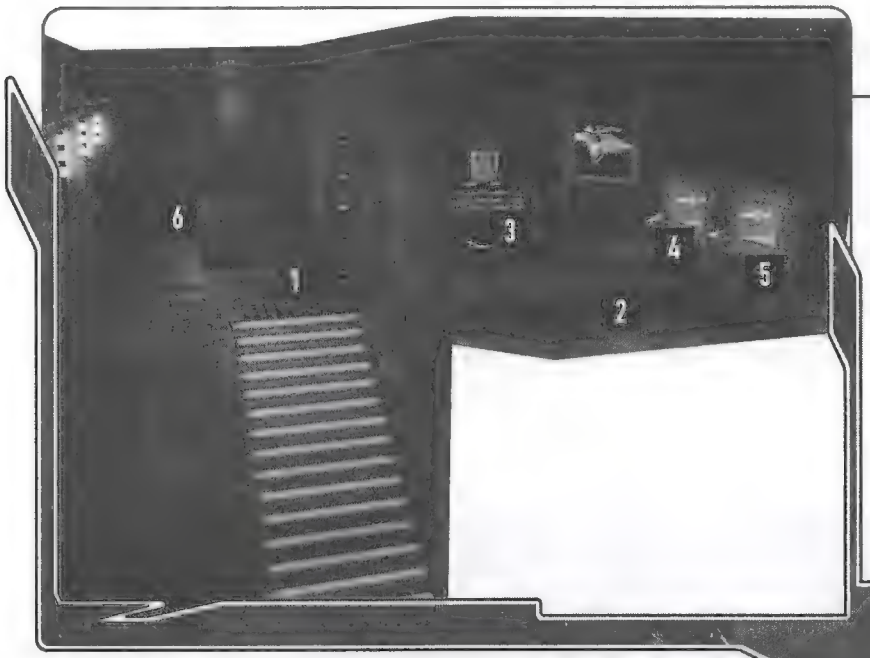


TIP

If you possess a Heavy Cop, be prepared to battle two other Chots waiting near the laser gate. Walk slowly around the corner and use the Heavy Cop's flamethrower to terminate them, then continue down the alley.

This is one of the most difficult parts of the level. If you're inside a Chot or scampering around as Bob, the bazooka-toting Heavy Cop will fire from the high ledge and pummel you with rockets. Try to possess one of the Cops early in the level to avoid being a target. If you're not inside one, quickly run down the alley and turn up the staircase on your left, where the officer with the bazooka awaits. If you're a Cop, simply ignore your comrade. If you're a Chot, don't kill the Cop. Exit your host with the depossess key and attempt to scurry behind the Light Cop to take him over. Inside this

alcove you'll spot a door on one side and a catwalk system on the other. It's to your advantage to be inside a Cop before proceeding through the door (**1**). Enter the room and take note of two Light Cops (**2**) patrolling inside (see Figure 6.7). The console to deactivate the laser field (**3**) lies on the left side of the room. You'll spot two weapon dispensers ahead of the entrance—the left one (**4**) contains a maimer and the right (**5**) a bazooka. Your eventual goal will be the catwalk system (**6**) located opposite the entrance door.



Deactivating the Annex laser field.

FIGURE 6.7

If you're running around as Bob or as a Chot, the Cops will open fire immediately. If you're Bob, you must try and possess one of the Cops and eliminate the other. If you're a Chot, lure the Cops out of the room and take them out one at a time so you aren't overwhelmed by multiple opponents.

Stand in front of the console and use the action button to deactivate the gate. You can operate the console as either a Cop or a Chot character. If needed, grab either of the weapons from the dispensers before exiting the room.

TIP

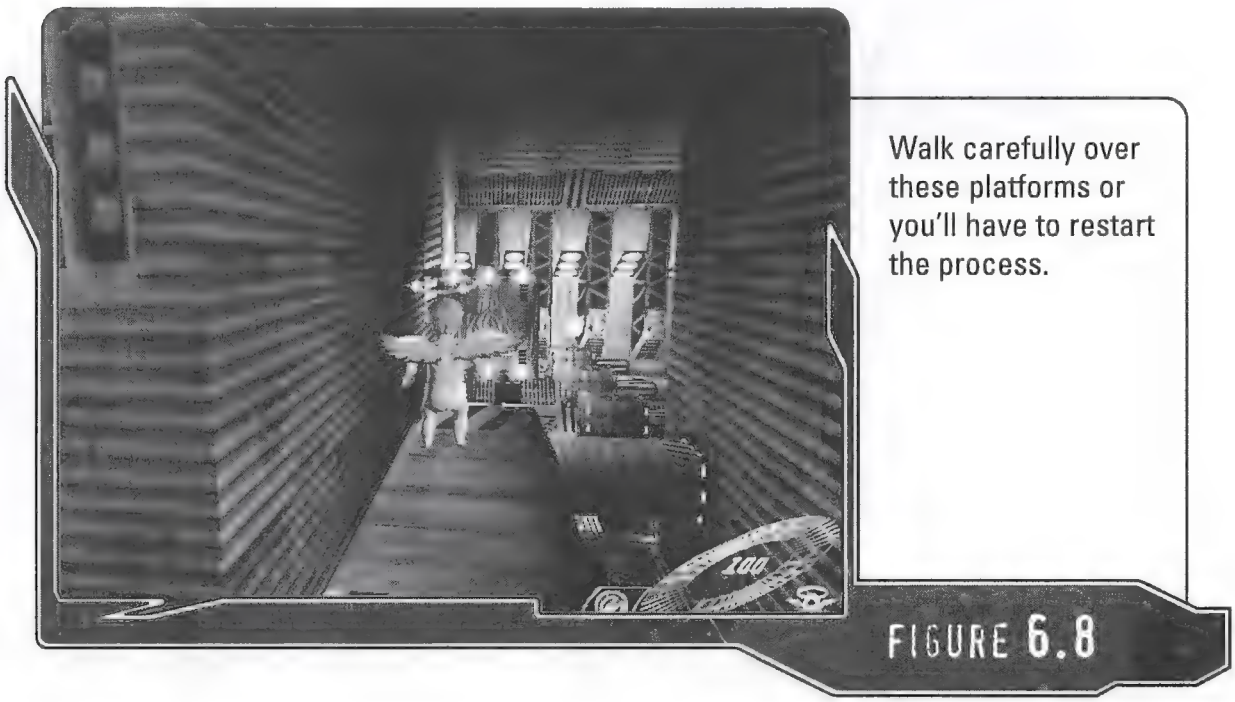
The bazooka-wielding Heavy Cop is likely still perched on his balcony waiting for you to appear. If you're inside the Chot character, open the door leading out to the balcony and eliminate him before continuing. Or, if you desire a new host, exit the Chot and allow the two to engage in battle while you possess the Heavy Cop from behind.

Return to the alley and head back to the laser gate, opened since you operated the console. Inside the room you'll find a single console and switch. Unfortunately, only Workers can configure the console. Return to the Warehouse level by heading back to the Annex start position and heading through the door on the left. Locate a Worker (you should be able to find one in the first room) and possess him.

As a Worker, head back to the deactivated laser field, stand in front of the console and use the action button. A voice announces that the turbines have insufficient power. Looks like you'll have to continue exploring. Proceed back to the alley using the catwalk system (located in front of the room with the laser gate deactivation console).

Sub-Objective: Enter the turbine chamber to restart the Annex power system.

You'll need to navigate the narrow catwalk system as it winds its way to a door high above the laser gate area. The platforms are very tight and you'll have to avoid bursts of flame as you progress. Jump onto the crate next to the catwalk, then leap onto the catwalk itself. While on the platform, proceed out of the alley and follow the catwalk as it winds to the left and back to the right (see Figure 6.8). Stand in front of the three exhaust ports and time your walk so you avoid the flames they're emitting.



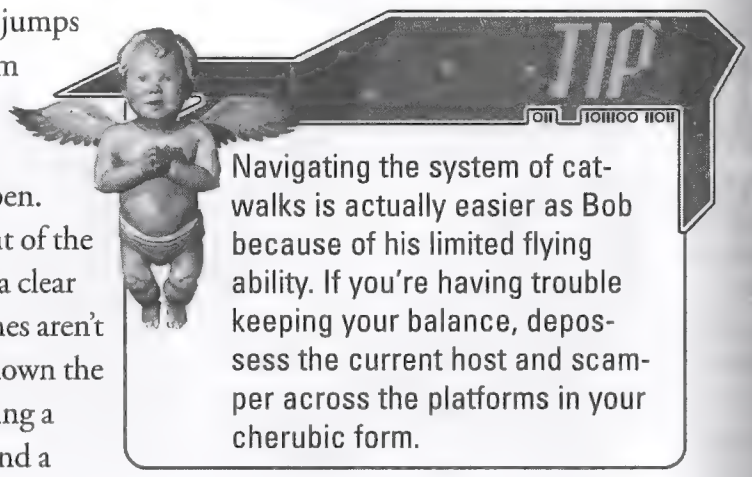
Walk carefully over these platforms or you'll have to restart the process.

FIGURE 6.8

Continue down the catwalk as it winds to the left. You'll have to make a short jump onto an adjacent platform. You'll soon reach three separated platforms emitting

flames at timed intervals. Time your jumps so that you're heading to one platform while the flame roars from another. After making your way across, leap to the left and the door ahead will open.

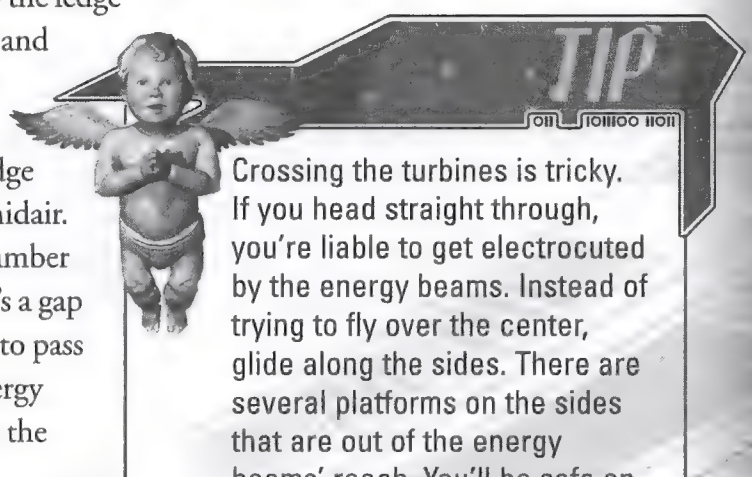
Proceed inside and stand in front of the exhaust system. Wait until you have a clear path to the other side (when the flames aren't spewing out) and run across. Head down the hall until you reach a ledge overlooking a small room containing a few crates and a cowering Chot.



Navigating the system of catwalks is actually easier as Bob because of his limited flying ability. If you're having trouble keeping your balance, depossess the current host and scamper across the platforms in your cherubic form.

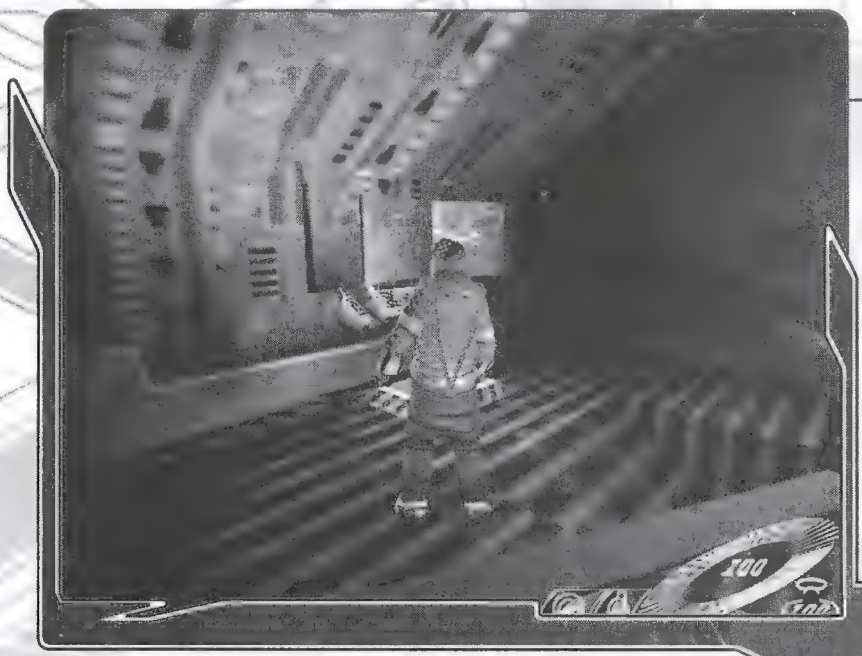
If you currently possess a Heavy Cop, ignore the Light Cops and just deal with the Chot. However, if you're inside a Chot or running around as Bob, you'll need to deal with the boys in blue. As a Chot, drop down and hide behind the crate. You'll need to take out the Light Cops from long range; if you're carrying a pump gun you'll have a tough time. Consider killing the cowering Chot and grabbing his machine gun. If you drop down to the room as Bob, simply fall behind the Chot and possess him.

If necessary, strafe carefully to the right of the crates and eliminate the Light Cops one at a time. Once ready, walk onto the ledge and notice the laser field to the right and the exit door to the left. You can fall down in front of the exit door, but it's currently locked. Jump off the ledge and depossess your current host in midair. Glide down to the bottom of the chamber as Bob and face the laser field. There's a gap under the field large enough for you to pass under. Make your way across the energy beams to the Worker and console on the other side.



Crossing the turbines is tricky. If you head straight through, you're liable to get electrocuted by the energy beams. Instead of trying to fly over the center, glide along the sides. There are several platforms on the sides that are out of the energy beams' reach. You'll be safe on the platforms. Keep gliding to each new section until you reach the end.

When you reach the other side, take note of a console and a Worker standing guard. If you're inside a character, depossess him here and take over the Worker. If you're currently Bob, then just run up and possess the Worker. Stand in front of the console and use the action key to activate the switch and turn on the turbines and unlock the exit door for 30 seconds (see Figure 6.9).



Use the console to start the turbines—and be careful when crossing them!

FIGURE 6.9

Timing is critical here as you only have 30 seconds to reach the exit door. In the Worker, face the door and jump onto the railing that surrounds the console platform. From the railing, jump toward the high platform and depossess the worker in midair. Glide as Bob to the platform. When you land, it will begin to sway toward the exit door. When it reaches the next stationary platform, jump and glide to it; you may need to flap your wings some to reach it. Let the next platform sway toward the exit door. When you're over the door, jump off and glide down to the ground.

When you reach the other side, head through the door and go down to the end of the hall. Open the door at the end and move through. You'll recognize your location immediately—you've emerged next to the deactivated laser gate. Jump on the stack of crates and up into the alley. Turn left and return to the level's start position. The now unlocked door to the Conveyor Zone waits at the end of the alley.

Conveyor Zone

Primary Objective: Make your way through the conveyor belts and locate the door leading into the Weapons Factory.

After escaping the Annex, you'll emerge inside a hub. In front of you lies a Behemoth held back by a force field. Locate the door to your right and pass through;

this takes you into the Conveyor Zone. As you proceed inside, you'll find yourself at the beginning of a long alleyway. Be careful, however, as two Light Cops stand guard on a bridge spanning the alley up ahead.

Enter the alcove at the end of the alley and examine the door on the left. You can't walk through it quite yet, however. Turn to the Worker and consoles on the right. Possess the Worker here if you aren't already inside one. Approach the middle console and use the action key to open the door to the left that leads deeper into the Conveyor Zone.

Proceed through the open door and jump onto the yellow pipes on the right. Traversing this area of the Conveyor Zone is quite difficult inside the body of a Worker, but the presence of the Cops standing guard on the balconies means you should stay discreet.

At the end of the last pipe, take notice of the crates on the ascending lifts to your right. Leap onto the top of the crate as it rides up the lift. When you spot the moving conveyor belt ahead, jump down and land on top of it. A laser field blocks the conveyor. You must jump onto one of the crates riding along on the belt; from the top of the crate you can leap over the laser field (see Figure 6.10).

The crates provide the extra height you'll need to leap over the laser field.

FIGURE 6.10

Follow the conveyor until you spot it about to fall down to a lower level. Jump up and glide down to the lower conveyor level. If you fall off the while standing on the crate, you'll likely get crushed. The crate falls down onto the conveyor and rests vertically. Another laser field lies ahead; jump onto the crate once again to give you the

height you'll need to get over the laser field. If you miss the crate, just wait for another to come.

Look to the left until you spot the small alcove and console. Use the action key and press the down directional button on the console to move the lift down. Exit onto a tight pathway with a black and yellow wall on your right. Follow the path to the right until you spot a console. Stay low here! There are two Cops up on a balcony to the right, but as long as you don't start flapping your wings, you'll be safe from their view.

Activate the console, which initiates the reactor discharge, and watch the Cops on the balcony get torched (see Figure 6.11). Turn to a switch on the right and use the action key to open the door ahead. Proceed through and use the lift console on your left to ascend to the next area.

Bob gets some flammable revenge against those troublesome Cops.

FIGURE 6.11

Climb to the top of the lift and hop onto the trolley. Use the button there to ride through the door leading to the Weapons Factory.

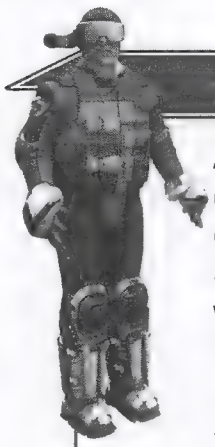
Weapons Factory

Primary Objective: The Main City streets can be a dangerous place. While in the Weapons Factory, build a maser weapon and charge it. Controlling such a device will prove to be useful in your continued quest.

Sub-Objective: Open the Weapons Factory doors and proceed inside.

After riding the maintenance trolley through the door, you'll appear at the lobby of the Weapons Factory. Take a moment to explore your immediate surroundings, as you aren't in any danger at the beginning of the level. If you need a host or desire to switch bodies, feel free to possess the Scientist working at the console on the left.

Proceed down the path to the right of the level's entrance and follow as it winds to the left. You'll see a console here. Just beyond the console lies a locked door. A staircase on the right leads down to another locked door. Walk up to the console and use the action key (you must be inside a Scientist to operate it) to unlock the Weapons Factory doors. Descend the staircase on the right and approach the newly unlocked door at the bottom.



WARNING

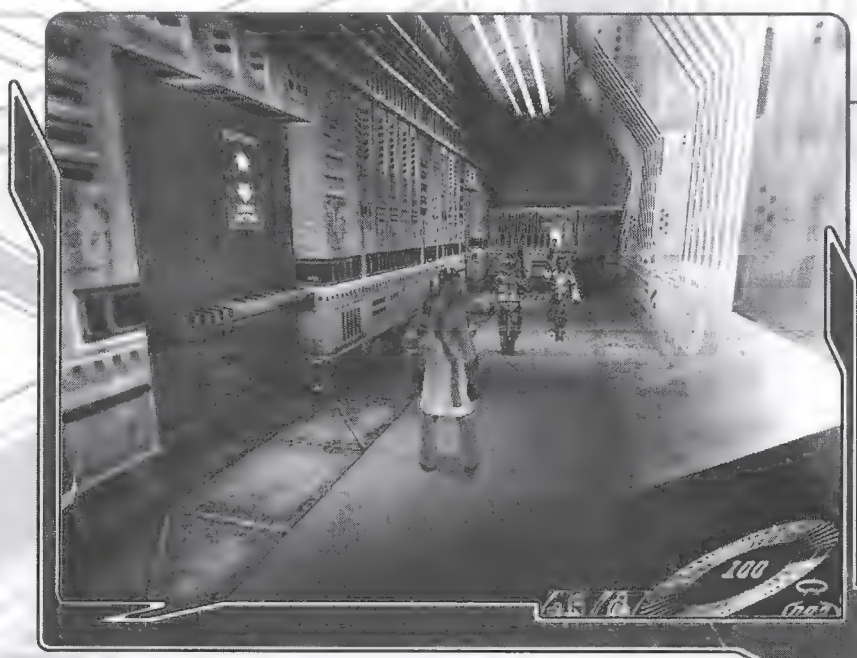
After unlocking the doors, don't proceed through the door just beyond the console. Some Cops on the other side won't appreciate the Scientist's intrusion and will order you to return to your station. Disobey their commands and you'll soon find yourself on the wrong end of several weapons.

Inside the hall at the bottom of the stairs you'll find two Heavy Cops, one armed with a bazooka and the other with a flamethrower. If you explore the left side of the hall, you'll spot two locked elevator doors. Watch the pattern of the patrolling Cops. It's time to switch hosts, but you need to enter one Cop while the other isn't paying attention (see Figure 6.12). Stand in between the two as they patrol. Then, when they aren't facing each other, hop out of the Scientist and possess the nearest Cop.

TIP

Attempt to possess the Heavy Cop carrying the bazooka. If his partner happens to see you momentarily as Bob, you shouldn't have trouble eliminating him with the weapon's heavy power—the enemy Cop's short-range flamethrower is no match for the bazooka's long-range effectiveness. It's much more difficult to try to kill the bazooka-wielding cop with the flamethrower!

Return through the door you entered by and ascend the staircase. Walk past the console and enter the door you ignored previously that lies beyond the console. Now that you're safely inside a Cop's body, you should have no trouble sneaking past the pesky security forces.

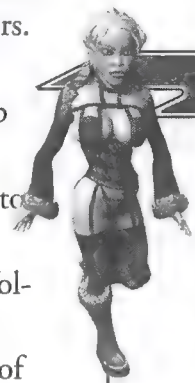


Possess one of the patrolling Heavy Cops—but make sure that the other isn't paying attention!

FIGURE 6.12

Sub-Objective: Create the maser, an indispensable weapon against the City Streets' Armored Behemoths.

Once you've entered the new area, take note of the door on the right. This leads to an elevator, but the door currently remains locked. A Medium Cop stands guard in front of the locked elevator door. Turn to the left and proceed down the small set of stairs. On the right you'll notice a door marked "Exit." Another Medium Cop patrols down here. Remember this door's location for later, as it's the exit to the city streets and the next level. Continue up the staircase ahead and follow the path to the right. You'll pass a Heavy Cop as you ascend another set of stairs to a closed door.



NOTE

Look to the opposite side of the door for a weapons dispenser. If you desire a new weapon (or you need one to begin with), use the console here and grab the flamethrower inside.

Enter the door to the weapons calibration testing area. A turret lies just to the right with several targets out in the distance. Ditch the Cop that you're likely using as a host by leaping out over the chasm and pressing the depossess key. The Cop will drop to his death while you flap Bob's wings rapidly to get back to the ledge.

Possess the Scientist standing at the console here. Use the action key on the console to activate the turret (and make the Scientist hanging out by the targets one unhappy camper). Be careful because the gun goes haywire if you activate it. After it shoots the targets and takes out the Scientist, it'll spin about and shoot around you. Quickly jump off the ledge and into the chasm below (see Figure 6.13). Depossess any current host and glide down to the catwalk.

Bob can survive these long drops as long as you use his tiny wings to soften the landing.

FIGURE 6.13

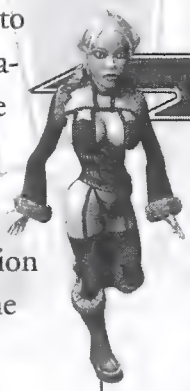
At the bottom, locate the Scientist and possess him. Ascend the staircase to the console marked "Elevator Power." As you recall from earlier in the level, the elevators aren't operational. While inside the Scientist, use the action key on the Elevator Power console to restore power. Descend the stairs once again, turn right, and enter the door ahead into the weapons assembly area.

Spot the small stairs and console to your left as you enter the room. Approach the console near the sign marked "Construction Area: Behemoth Destroyer Weapon" and, as a Scientist, use the action key to activate the weapon creation process. Your goal here is to construct the maser for use against the Armored Behemoths in the city streets. Read the information about the maser, which indicates that it needs charging before use. Walk over to the small console and lifts on the far side of the room. Activate it and the maser will drop down. Grab the weapon and proceed out the door on your left.

Use the lift console and the up directional key to ascend one floor. Exit the elevator door and you'll emerge in a hallway you previously visited (the one that contained

the two patrolling Heavy Cops). Turn to your right and head to the second elevator door. Walk onto the lift and use the console and down directional key to descend one floor.

Sub-Objective: Locate a charging station to power the maser before exiting to the City Streets level.



NOTE

Once you snag the maser, remember that it's only effective against Armored Behemoths; it causes minimal damage to organic creatures. So try to stay out of gun battles with Cops and other security forces as you make your way down to the streets.

Walk off the elevator into the new hallway. Ignore the patrolling Light Cop; he won't bother with you unless you exit the host and run around as Bob. Walk up the stairs at the end of the hall to the drawbridge. Watch the brief cut-scene depicting the bridge retracting and the laser field activating. The door in this alcove is also locked. You'll need to drop down to the lower area and land safely as Bob. Drop the maser behind the stack of crates just in front of the drawbridge (remember its location!). Leap off the ledge and drop down to the lower floor.

At the bottom of the area, hop onto the rotating ledge and ride up until you can jump over to the unlocked door on the right wall. Open the door and proceed through. Jump onto the pipe that extends to the left side of the area and follow it along until you reach the moving pistons. On each piston you'll spot a moving platform. Time your jumps accordingly and leap from platform to platform in a horseshoe pattern until you reach another set of pipes. Make your way up these pipes to the right until you reach the door.

TIP

Jump off the moving platforms at their highest point and use Bob's wings to safely float down to the next moving platform. If you jump off at the lowest point, you probably won't be able to flap Bob's wings hard enough to reach the next, and usually higher, platform.

Open and walk through the door. You'll find yourself on the other side of the bridge you saw retracted earlier in the level. Possess the Scientist and use the action key on the console to deactivate the laser field and reconnect the bridge. Cross over the bridge and grab your dropped maser weapon. Return to the charging station. Place the weapon on the circular station and activate the console on the right side (see Figure 6.14).

Grab the maser after it's charged. Consider possessing the Medium Cop here. The Scientist might get manhandled on your way to the exit doors. With the charged maser

You must charge the maser before leaving the factory.

FIGURE 6.14

in hand, proceed through the door to the left. Walk through several sets of doors until you emerge back on the other side of the bridge (alternatively, you could just walk across the bridge). Open the elevator door at the end of the hall and ascend to the third floor where you first spotted the level exit. Open the exit door and proceed through. Inside you'll find another door. Open it to proceed into the City Streets.

City Streets

Primary Objective: Survive the treacherous City Streets filled with Cops and Armored Behemoths and make your way to the Wasteplant.

Sub-Objective: Locate the path to the Wasteplant, dealing with Armored Behemoths along the way.

Upon entering the City Streets, you'll spot two Light Cops guarding a hangar door ahead. Depending on your current host, the two Cops might approach and attack. You should be armed with the maser weapon at this point, and since it doesn't inflict much damage on organic targets, you'll likely need to fight hand-to-hand. Once you're past the cops, you can proceed into the hangar (containing an Armored Behemoth), or locate a lift behind the small door on the left. Explore the lift first.

The lift takes you to a red-lit hallway that leads to two Cop barracks. A Heavy Cop carrying a flamethrower patrols here. You can possess him if you wish (quite easily

when his back is turned) and use the flamethrower to dispose of two Medium Cops found in pillboxes overlooking the streets inside the barracks. Killing the two Medium Cops will prevent you from getting shot at while you explore deeper into the City Streets.

TIP

Each Cop quarters contains a weapons dispenser. You'll find machine guns in both. You can use them against the Medium Cops on the balcony or on the Heavy Cop patrolling the hall. Don't expect to have much luck against the Armored Behemoths with the machine gun, however.

Return to the City Streets' start position down the lift. Approach the hangar door mentioned previously. Inside the hangar you'll find an Armored Behemoth. You can dispose of it with the maser weapon (it takes two shots) or use it against some Cops you may find outside. Before you possess the Armored Behemoth, however, destroy the blue plasma field that cages him with the maser.

The path to the Wasteplant lies directly ahead of the destroyed plasma field. You can't enter the door while you're inside the Armored Behemoth; however, since you'll need the maser weapon to survive the Behemoths that wait inside (see Figure 6.15), this doesn't matter. Inside a host with the maser, proceed through the door. Enter the door and listen to the machine gun fire; some nasty things are afoot on the city streets. Walk slowly through the corridor as it winds around. Peer around the corners to make sure nothing lies down the path. Eventually you'll come to a corner and spot an Armored Behemoth standing down the hall. Strafe from behind the corner and take a shot at the Behemoth with your maser. Take cover behind the corner between shots; once you've struck the Armored Behemoth several times with the maser, it will keel over.

Continue past the smashed Behemoth and spot the truck and dead Dwellers. If you look inside the truck, you'll spot a Dweller. If you need a new host, just open the truck and possess

ENTERING THE WORKER'S LOFT

After destroying the blue plasma field with your maser, turn left to the hangar door. Proceed inside and enter the room with a Medium and Light Cop. Deal with the Cops at will. Once through you'll enter another area with a barrier and a Riot Cop. Go through the hangar door at the end and find a door marked "Worker Loft" to the immediate right. Unfortunately, only Workers can operate it. Return to the City Streets' first room and go back to the previous level, Weapons Factory, through the door adjacent to the start position. Snag a Worker there and return to the Worker Loft. Inside the loft you'll find a rocket-propelled harpoon gun.

The path to the Wasteplant lies beyond the Armored Behemoth guards.

FIGURE 6.15

the Dweller inside. Farther down, after the truck, you'll encounter two more Armored Behemoths. Use the truck as cover against their weaponry; strafe out, and use the maser to destroy them. Another Behemoth waits at the far end near the level exit. Take your time; you're almost home free!

Once you've cleared the area of Behemoths, progress to the end of the hall and locate the platforms. Traverse the moving platforms and rotating pistons—you may need to ditch your host and continue on as the fleet-footed Bob. Hang a left at the end and fly to the platforms along the wall until you reach the Wasteplant's entrance.

Wasteplant

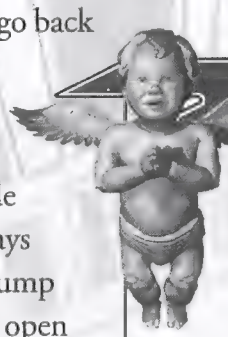
Primary Objective: Travel through the hazardous Wasteplant to locate the waste disposal truck and flee the Main City.

Sub-Objective: Survive the dangers of the Wasteplant and locate the disposal truck protected by security forces.

After entering from the City Streets, spot a door ahead of you and a door to the right. The one on the right is currently locked, so proceed through the door ahead flanked by the two displays. The door opens slightly, permitting access. Two additional doors lie in the next room. You'll find the door ahead locked, but the one on the left opens as you approach. Walk through and ascend the stairs to find a Worker operating some

consoles at the top. Possess him and go back down the stairs.

Return to the initial room on the level and open the previously locked room, now on your left. Inside you'll see a series of waste disposal trays descending from the top of a shaft. Jump onto a tray as it passes in front of the open door and ride it down until you spot a red-lit tunnel opening in the wall of the shaft.

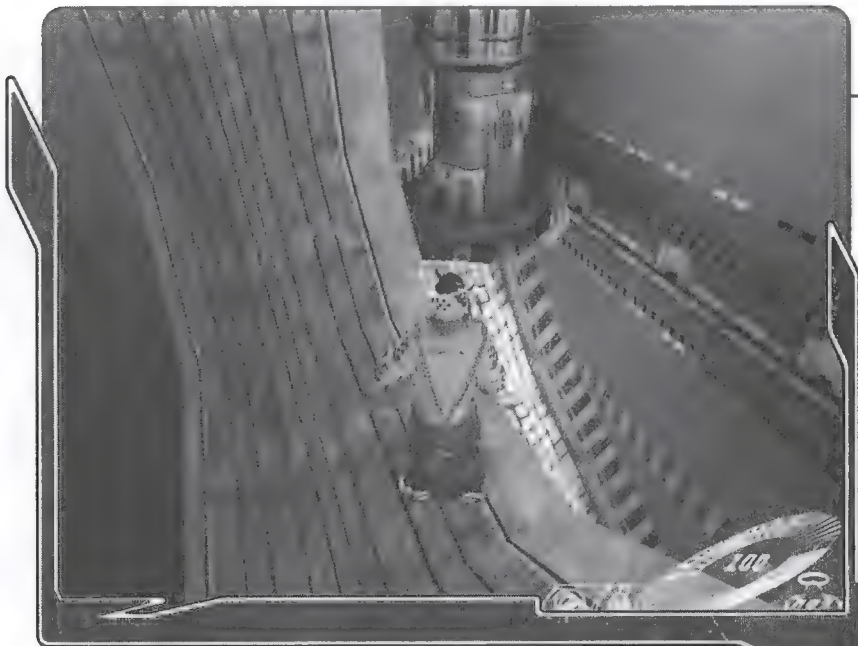


TIP

You might want to ditch the Worker before jumping onto the waste disposal tray. He was only needed to open that door, and you'll find the jumping and gliding tasks required to safely get inside the red tunnel easier with Bob's angelic agility.

Work your way around the rotating mechanism by following the catwalk to the right. Be careful not to get squished between the rotating machinery and the wall. As you approach the other side of the device, the catwalk drops down. Depossess your Worker (if you haven't already) and use Bob's wings to enter an opening on the right (see Figure 6.16).

Stand at the edge of the opening and peer into the rectangular room ahead. Look to the right at a mechanism moving to the front of your position. Wait until it passes by and grabs a waste barrel and returns across, passing your current position again.

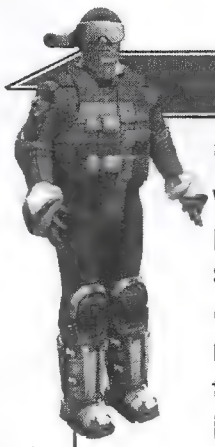


After the catwalk drops, land on the opening shown here and leap onto the barrel mechanism.

FIGURE 6.16

When it moves in front of your ledge, the implement will flip over, offering a flat platform for you to stand on. Leap onboard and ride it to the end of the hall.

Once the platform stops, look to the right and fly over to the pipes and stationary platforms. Traverse these objects until you're across the room and can fly into an opening just below your entry position. A mechanism also passes by underneath; if you're having trouble with the narrow pipes, you can hop on and ride it to the opening.



WARNING

Be careful when making your way across these narrow pipes and platforms. If you're struggling, toggle the walk command so Bob doesn't move too quickly. Always go to the very edge of platforms before jumping to another and using your wings. You need to maintain as much height as possible.

Upon landing at the new entrance, take notice of the large, rotating hammer-like objects on the right. Wait until the platform lowers just in front of the ledge and jump on top. As it rotates around, you need to be aware of the other sections of the mechanism that will knock you off if you aren't careful. Move to the left side of the first platform to avoid getting tossed into the orange sludge below (see Figure 6.17).

Stay out of the way of this rotating mechanism or you'll get knocked into some toxic sludge.

FIGURE 6.17

Continue across two more platforms (again, avoiding the dangerous rotating mechanism) until you reach the ledges on the far side. Make your way up the small ledges and turn right to additional platforms. Ride the first one and turn to the right to enter another long hallway with more platforms. Use the same techniques to traverse this hallway until you reach a stationary landing at the end.

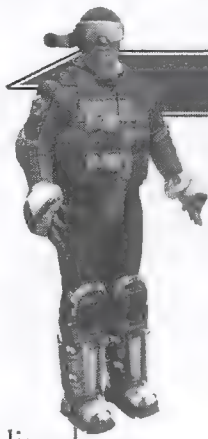
TIP

Follow the narrow ledges on the right upward. You'll reach a higher fixed platform with another narrow ledge leading up and to the right. Ascend until you reach another stationary platform at the top. When the rotating platform passes by, jump on top of it. When you see the rotating platform coming for another pass, jump straight up and flap your wings to glide onto the platform above. Don't jump on the stationary platform too quickly. Wait until the rotating platform passes by one time, then move on top of the stationary platform.

Sub-Objective: Discover a way to prepare the truck for departure.

Proceed down the corridor and to the right. You'll spot several barrels in the area, as well as a Nuke Tek. Possess him and go through the door at the end of the hall. Use the lift inside to ascend to the next floor. Exit the lift and walk off, but don't charge into the next area too quickly.

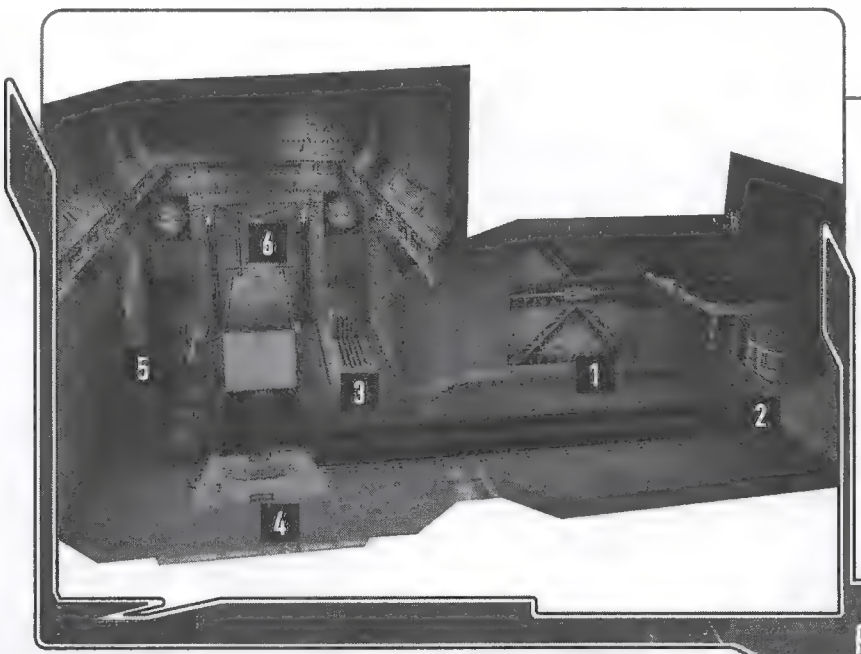
Enter the loading docks (**1**) and spot the conveyor belt (**2**) transporting waste barrels (see Figure 6.18) ahead of your position. To the right you'll spot a Light Cop (**3**) guarding the truck. A console (**4**) across from the Light Cop controls the loading docks, but you'll need a Commander, conveniently positioned next to the truck (**5**), to operate it. Your eventual exit lies in front of the truck (**6**).



WARNING

Don't disturb the Cops here. This isn't an area the Nuke Tek is supposed to explore, so if the Cops spot you, they'll demand that you return to work. If you hesitate too much, you'll find yourself quickly embroiled in combat.

Stand on the other side of the conveyor belt at the point where the barrels enter. As the barrel moves across the conveyor, position yourself behind it so you remain out of view of the Cops guarding the truck. When you get across, spot the Commander on the left side of the truck.

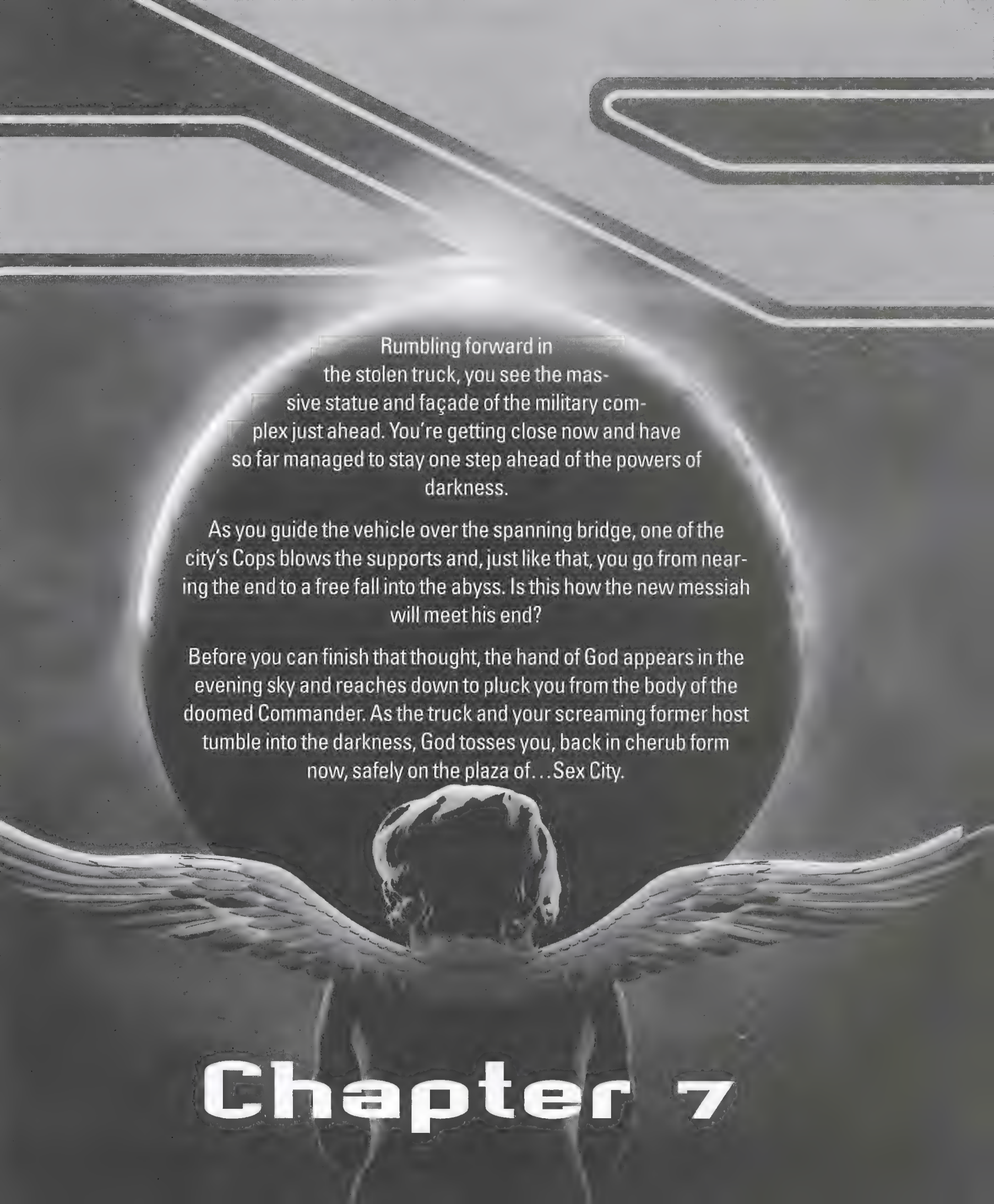


The Wasteplant's loading docks.

FIGURE 6.18

Approach and possess the Commander. Return to the console and use your action key to prepare the truck. Walk down to the cabin and enter. Use the console inside the truck to begin your departure. Watch the scripted sequence as Bob leaves the Main City en route to his next destination, Sex City.

SEX CITY



Rumbling forward in the stolen truck, you see the massive statue and façade of the military complex just ahead. You're getting close now and have so far managed to stay one step ahead of the powers of darkness.

As you guide the vehicle over the spanning bridge, one of the city's Cops blows the supports and, just like that, you go from nearing the end to a free fall into the abyss. Is this how the new messiah will meet his end?

Before you can finish that thought, the hand of God appears in the evening sky and reaches down to pluck you from the body of the doomed Commander. As the truck and your screaming former host tumble into the darkness, God tosses you, back in cherub form now, safely on the plaza of...Sex City.

Chapter 7

Redlight District

Primary Objective: Get past the Bouncer and into Club Kyd's perimeter.

Sub-Objective: Make your way over to the Sex City side of the Redlight District.

You begin this level as Bob, since you have just been rescued from the falling truck by the hand of God. You find yourself on a nearly deserted street right in the heart of Sex City, the realm of the Dwellers. This portion of the city is divided up into two mirrored halves of three levels each—the residential side and the Sex City side (full of nightlife!). You begin in the lower level of the residential area.

If you head to the right, you'll see a broken bridge that cuts that path off. Head to the left and jump into one of the Dwellers chatting near the building. Continue to move to the left and around the corner. Here you'll see a pair of Cops taking out a renegade Sub Girl. If you continue to the edge, you'll see some ledges above. That's your goal, but you can't just jump out and fly over there as Bob, because the Cops will open fire.

Your only real option is to take out the Cops before you fully depossess your Dweller. Move your current host near one of the Cops and slide toward him so your backs are almost touching. Now depossess the Dweller and tumble right into the Cop. Immediately fire on the other Cop—if he takes your Cop down, run under his legs and jump up and backwards to possess him. Either way, there should only be one Cop left.

You'll still need to get rid of the Cop that you're currently controlling. Walk up to the edge, then jump over and depossess the Cop, letting him fall to his death. Head over to the right side of the low wall, and then flap up to the narrow ledge. Move along it and jump up and over to the other side when you see the energy bolts as the path turns into the narrow space between the two buildings (see Figure 7.1). Jump over and across for the second bolt as well.

You'll now be face-to-face with a series of churning gears. You can't fit through them or fly over them, so the only thing to do is drop down and hang over the edge. Now use the hand-over-hand maneuver to make your way under the gears. Once on the other side, tap the forward key to pull yourself back up on the ledge.

As the ledge turns to the left, flap over to the other side, over an energy bolt. In a few steps, you'll run into another bolt, but if you perform a powerful first flap of Bob's wings, you'll be able to clear it and stay on the same side of the ledge. You'll come out overlooking a plaza on the Sex City side of the Redlight District. Continue to follow the ledge to the end.

Jump out and fly over to the road below—try to aim yourself so that you can fly down and behind the concrete wall to the left of the plaza. Head along the wall to the

These energy bolts can do some serious damage to Bob, but you can clear them easily by jumping over them diagonally.

FIGURE 7.1

end and carefully peer out—you'll see a pair of Cops out on the road. Wait until their backs are turned and make your way over to the large column. You'll see a Dweller there who will turn to see you, but won't be too concerned, so he'll turn away.

Position your view so you can see both Cops and the Dweller. Be patient—there will come a moment when all of their backs are turned. When that happens, run up and possess the Dweller. If you've done this right, you should be able to saunter out into the street as the Dweller and none will be the wiser.

Sub-Objective: Get past the Cops blockade.

Head around the corner, past the Cops, and by another corner to the right. Then make your way up the two flights of stairs (past the door with the "condemned" sign) to the mid-level of Sex City.

Follow the road and you'll come across a squad of Cops guarding a barricade. If you get too close, they'll inform you that the housing district has been quarantined and that you don't have the necessary clearance to get through. If you try to move forward, the Cops will open fire and drop your Dweller without hesitation. In order to get past the Cops, you'll need to do some work first. Head back in the direction you came and climb up the steps to the third level of Sex City.

The streets are almost empty, but there are a few peep-show booths along the left side. In the middle booth is a Heavy Cop (who outranks the grunts below). Open the door and enter the booth. He'll take exception to your presence and will drop your Cop with a few

shots in mere moments. That small space of time provides plenty of opportunity for you to just jump up and possess him, though. Open the door and saunter back out on the street with your new host (be sure to holster your weapon first).

There is nothing else crucial that you need to do in this environment after taking over the Heavy Cop, but if you want to, you can explore the plaza and enjoy some of the other peep shows that are available to Sex City's more discerning residents.

You now have the ranking needed to get past the Cops at the barricade, so head back down the stairs. Pause on the landing, though; it's time to get a glimpse of your next task. Open the large door and continue on through the second door. You're now in a large interior plaza. On the central monitors, you'll see Pimp Daddy extolling the virtues of Club Kyd.

Take the lift to the bottom of the plaza and make your way over to the club entrance. You'll see a massive Bouncer there, standing guard. If you approach, he'll tell you that a password is needed to get into the club. This sets up your next task—finding a way into Cub Kyd.

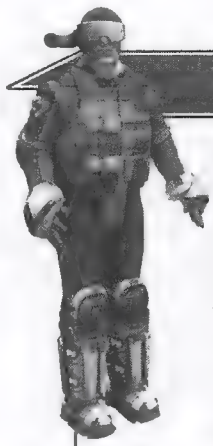
Use the lift and head back to the top of the plaza and out the large double doors. Make your way down the single flight of steps and along the roadway to the blockade of Cops. You can easily pass through their barricade with this superior ranking (see Figure 7.2). The Cops will, however, issue this warning: "Watch out for those evil Sub Girls, sir."

Now that you've got sufficient rank, you can pass through the Cops' barricade into the housing district.

FIGURE 7.2

Sub-Objective: Find a way into Pimp Daddy's hangout.

Head for the door and enter the decontamination area (the magistrates want to make sure that the pathogens of the disease-ridden Redlight District don't make their way into the housing and residential areas). Once in the decontamination airlock, move toward the other door—this will close the entrance and trigger the decontamination process. Once this is complete, you can open the second door to the housing area.



WARNING

Remember the warning from your fellow cops about the Sub Girls! They hate Cops (but they'll tolerate Bob from time to time, but don't get too close!), so the first thing that you'll need to do once you enter the housing area is ditch your Heavy Cop over the ledge to the left and quickly possess a Sub Girl.

Once in your safe host, make your way along the plaza. After a pair of left turns, you'll find a stairway. The upper level of the housing district isn't essential to get you through the game, but feel free to ascend the steps and explore the apartments up there as you might be able to find some useful weapons.

Head down the stairs as far as you can (you can't go all the way down, because the last stairway is broken out). On the landing, though, is a large door. Open it and pass through a second door into a large plaza (very similar in style to the one that led you to the Club Kyd entrance). Walk around the ledge and take the platform up to the third level (you can also head down, but there isn't much to do there). Your next task is to get up one more level, but the platform doesn't go that high. Depossess your Sub Girl and flutter over to the large piston that's churning in the center of the room. You can use it to ride up to the top level. Once the piston reaches its maximum upstroke, fly over to the walkway.

Once on the ledge, you'll see another Sub Girl zipping around. On the far side of the ledge is a cell-like wall that provides the entrance to Pimp Daddy's dungeon (see Figure 7.3). There is a Sub Girl behind the bars who will open up the grate and tell you to take a hike. If you look around, you'll notice vermin scurrying along the floor. Run behind one and jump so that you'll land on top of it (this will take a few tries since they are moving very fast). In a flash of light, you will find yourself in possession of a Rat.

Scurry along the outer wall to the right of the bars until you see a small air duct opening almost halfway around the walkway. Go ahead and scamper on in. Don't worry about the twin fans—they're just for show and won't slow down or hurt your Rat. The air duct will open in the area behind the bars. Run over behind the Sub Girl,

This Sub Girl won't open the entrance to Pimp Daddy's condo, so you'll need to find another way in.

FIGURE 7.3

depossess your four-legged host, and quickly jump into her. You'll notice a switch at one end of this area that will open up the bars, but it's not really necessary now. Move over to the door and open it to enter Pimp Daddy's dungeon.

Sub-Objective: Get the password and head to Club Kyd.

If you head to your right once inside, you'll notice some denizens of Sex City filming a low-budget adult video. Over to the left, you'll see Pimp Daddy himself observing the activities of Sex City on a bank of monitors. Pimp Daddy is preoccupied with the video screens, so he won't pay much attention to you.

ALTERNATE APPROACH:

Instead of possessing Pimp Daddy, you can remain a Sub Girl. Skate behind the monitors on the other side of the room and you'll notice a terminal on the wall. Activate it and it will deliver a VIP card containing the password to Club Kyd. Grabbing it will cause Pimp Daddy to turn hostile, though, so you'll then have to kill him. After this, take your Sub Girl back to the Sex City part of the district. Remember that you'll have to battle through that barricade of Cops on the other side of the decontamination door. A Sub Girl is a devastating fighting force, however, so you should have an exciting contest ahead of you. Then head back to the lower level with the Bouncer, who will let you into the club now.

Maneuver your Sub Girl so that she's back to back with Daddy, and then tumble from one to the other.

As Pimp Daddy, approach the bank of monitors. The computer will recognize you (as Daddy, not Bob) and open up a hidden red button in the center of the console. Push it and you'll summon the Pimp's private transportation system. The floor platform will turn into an elevator (while it's descending, you'll enter first-person mode). Once it reaches the bottom, you'll be whisked through the bowels of Sex City at high speed. When your private tram stops, step off and open the nearby door.

You'll now find yourself at the entrance to Club Kyd on the other side of the district. The Bouncer now lets you pass without question as the owner of the establishment. Step past the bouncer and activate the VIP terminal. In a few seconds, you'll be cleared and can move through the door. An elevator on the other side will take you to the Club Perimeter.

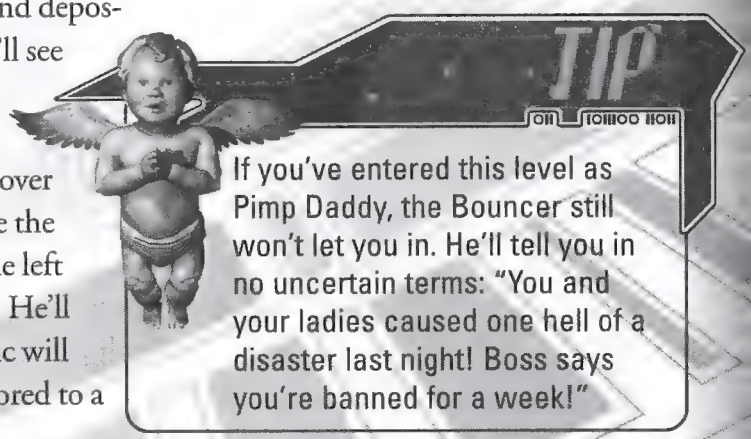
Club Perimeter

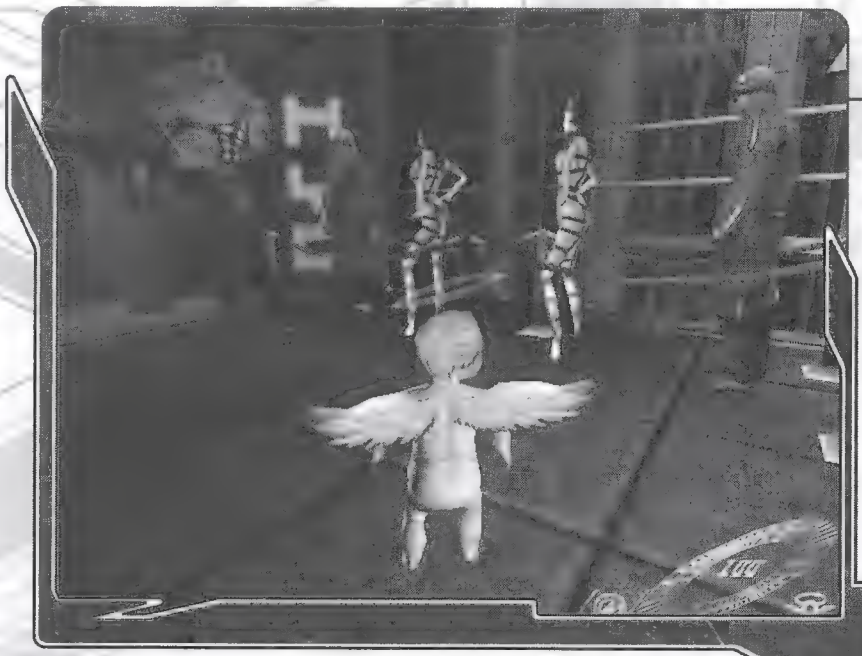
Primary Objective: Make your way through the inner workings of the city to reach the back entrance to Club Kyd.

Sub-Objective: Trigger the timed gate and make your way through.

You begin this level within a slowly descending elevator. Once the door opens, you'll find yourself on a gangway leading up to one of the main entrances to Club Kyd. A line of patrons is waiting for access, as well as another beefy Bouncer. There's no getting past him—he tells you to get lost in no uncertain terms since the club is full (see Figure 7.4).

The only real choice is to head over the edge of the gangway, where the railing is broken. You'll need to be Bob to make it past this next section of the level, so ditch your host by jumping over the side and depossessing. Look over the ledge and you'll see a Worker toiling away on an open platform to the left. He's your current goal. Jump off the ledge and fly over to the platform to possess him. Move the Worker over to the small panel on the left side of his platform and press action. He'll repair the panel and a short cinematic will inform you that power has been restored to a switch behind you.

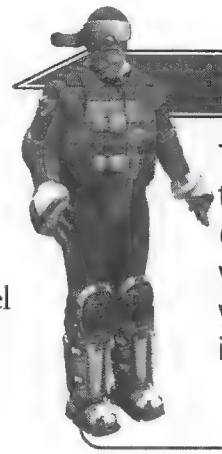

TIP
If you've entered this level as Pimp Daddy, the Bouncer still won't let you in. He'll tell you in no uncertain terms: "You and your ladies caused one hell of a disaster last night! Boss says you're banned for a week!"



Echoes of Studio 54 can almost be heard as patrons wait outside to earn the chance to party with City Faktur's seedy players.

FIGURE 7.4

Depossess the Worker and fly over to the platform with the switch. Move up to the control panel and press action to flip the switch. This will open a door ahead of you. Jump off the platform and fly through it.



WARNING

The door you opened is a timed gate—it will begin to close as soon as it opens, so you'll have to hurry. Once you're on the other side, there is no way to reopen the door.

Sub-Objective: Short out the energy-arc force field.

For the next major section of this level, you'll have to do a lot of flying between moving objects. If you don't feel all that confident with your aerial abilities, be sure to save the game every time you reach a stable platform.

Your first order of business is to fly onto the three giant machine parts ahead of you. Just flutter from piece to piece, pausing before your next leap until the pieces have moved into alignment with each other. When you're on the third object, wait for it to rise up in its cycle and then jump up and fly to the stable platform on the right wall.

Once on the platform, wait for the machine object to lower down and then fly up and get on top of it. Ride it to its apex and then jump off to another wall platform. Wait for the machine object to lower and then jump on top of another piece of the same object (suspended from the same chain) and ride it up. You'll notice a bridgelike platform with an unobservant Cop standing and taking a smoke break—fly over there and possess him from behind. All you want to do here is get rid of this threat, so jump the Cop off the bridge and depossess him. Now look to the right and you'll see a low hole in the wall that you can just fit through if you crouch.

Crawl through the duct, stopping just before you go out across the grating (you'll be in first-person view now). Look down and you'll see another Cop patrolling a hallway below (see Figure 7.5). Wait until the Cop is beneath you and then move out onto the grating. It will collapse under Bob's weight and you'll fall right on top of the Cop.

This grating will collapse when Bob crawls to the middle. Prepare yourself to glide down and immediately possess the Cop below.

FIGURE 7.5

Head around the corner and you'll see a Worker toiling at a control panel in front of a large window. Use your gun to drop him and then activate the panel controlling the cooling fan. Use the panel once again and you'll create a power surge that will overpower the machinery in front of you and break off a piece of the wall. This shorts out the large force field that would have otherwise fried Bob.

Sub-Objective: Find and enter the broken ventilation grate.

Now, use the gun and shoot out the glass. Jump the Cop out the window and depossess him before flapping back to safety. Your task now is to make your way to the platform in front of the door on the other side of the massive fans. Jump out and fly to the first fan and use its lift to provide a boost to the second. The second fan will give you just enough of a helping hand to make it to the platform.

TIP

You might find it easier to get back to the upper platform before leaping for the first fan, as you'll have more margin for error while Bob is in the air.

Open the large door and step through into another massive complex ahead. Jump off and make your way to the first fan and hover there for a few seconds. You'll notice an arc of electricity climb up the walls between this and the next fan. It's deadly if it touches you, so you have to time things just right. Wait until the arc goes as high as possible and then fly forward to the second fan.

Fly over to the third fan and flap your wings hard to make it to the small bridge platform. From there, you'll notice a glass elevator on the far side of a rather threatening abyss. If you need to, wait until the elevator is just below you and fly over on top of it. Veer off to the right almost immediately, through a broken open ventilation grate (see Figure 7.6).

This broken grate to the left of the elevator is your goal, but you'll need to ride the elevator to get into position so that you can glide through.

FIGURE 7.6

Sub-Objective: Get to the back entrance of Club Kyd.

You'll find yourself in a small room with a door. Open it to enter a large air tunnel. A few feet in, you'll see a Worker diligently welding away—until something goes wrong! Step back as a large valve slams shut and crushes him to pulp. Make your way forward through the large vent valves that are continuously slamming shut and then reopening. Wait until they start opening to fly through and you'll time the approach just fine.

The vent ends in a large, corrugated metal door. Open it and enter a small service room. You'll notice a door that turns out to be locked upon further inspection. Look up and you can see a Worker welding on a scaffolding. On the wall is a door switch. Activate the switch and you'll suddenly be scanned and an intruder alert will sound. The walls of the room then begin to close in order to destroy the intruder.

Unfortunately for him, but fortunately for you, the Worker is caught here too. His scaffolding snaps and he falls to the ground, breaking his legs. Quickly possess him and crawl his wounded body toward the switch. If you're quick enough, you should be able to throw it again and re-open the walls before the Worker is crushed. You can now depossess the dying worker and safely activate the touchplate to unlock the door.

You'll next come to a door that opens into that glass elevator you rode earlier. When the elevator door opens, rush inside and quickly possess the Dweller resident, as he's got a gun and you don't want him shooting at you. Ride up one floor to another Club Kyd entrance.

As you approach the door to the club, a shield will rise up out of the floor. Club Kyd prohibits weapons and you must undergo a scan. Press action near the touchplate and a scanning device will give you the once-over. After it detects your weapon, you'll be instructed to place it on the lighted platform within the kiosk (see Figure 7.7). Once you drop your firearm, activate the scan once again. Now that you're clean, the shield will drop and you can finally proceed into the club.

Before you can enter Club Kyd, you'll need to drop your weapon on the glowing plate on the floor.

FIGURE 7.7

Club Kyd

Primary Objective: Get into the club's VIP lounge so that you can possess a Commander.

Sub-Objective: Make your way up to Bar 2.

As the level begins, you'll find yourself standing in the main entrance foyer. While there are bars to the left and right, you'll want to head into the one on the left. You'll soon see an access area leading behind the bar, but the door is locked (remember, red lights around the door mean that it's locked). Just remember this spot, because getting behind the bar here is your current goal.

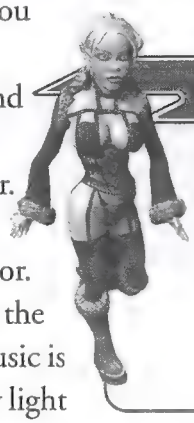
Head back out to the foyer and cross into the other bar (a near mirror image of the first one). Head around to the bar and you'll notice a similar door, and this time it's unlocked. Go through it to access a small service area where a Waitress is washing up. Now that you're isolated, you can depossess the Dweller and take over the barmaid.

Head back to the main floor and make your way back to the end of the first bar. Since you're now a Waitress, you can step back there without incident and the door will signal that it's unlocked as you approach. Open the door and climb up the steps.

Sub-Objective: Win the dance contest to get into the VIP lounge.

Open the door at the top of the stairs to enter behind Bar 2. Head onto the floor and move through the curtain labeled Bar 2. Here you'll see the curtain that leads up to the dance floor, but if you approach, you'll discover that only dancers are allowed in.

Behind you are a few drunks (you can't possess them, but they don't notice anything either) sitting around a table with a dancer on top. Leave your barmaid and possess the dancer. You can now make your way through the curtain to the dance floor.

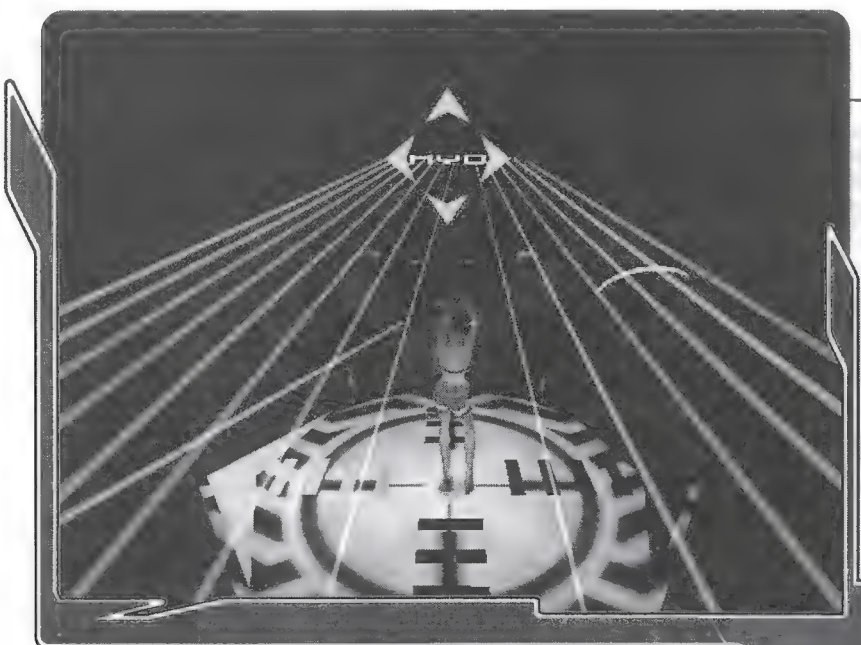


NOTE

If you miss a keystroke, you'll be disqualified. Wait a few seconds and tap the action key to try again.

Head up the steps and through the curtain onto the floor, where the music is loud, the room is dark, and the only light is provided by the lasers flashing through the air. At this time, you'll watch a cinematic as you approach the dance platform. It will rise up in the air and the DJ will challenge you to the dance contest. If you can shake your groove thing with the proper timing, you'll win access to the VIP lounge.

To start the dance contest, press your action key when prompted. You'll then have to tap your directional key to match the direction of the illuminated arrow on the dance platform—do it right and it will turn from aqua to green (see Figure 7.8). The speed of the pattern increases and DJ Kyd shouts his encouragement. Nail the sequence and you'll win VIP privileges. The platform will lower and the dancer will saunter through the VIP door.



A dance contest isn't that hard if you relax and just follow the rhythm of the arrows.

FIGURE 7.8

You'll need to call the elevator to get up to the VIP lounge. Once up there, you'll see that it's just a darker, less populated bar. The clientele are mainly Gun Commanders, Dominas, and Cops, some drunk and some talking shop. In order to get into the Military Zone, you'll need to possess a commander-level character. Wander around the bar, see if you can find one isolated from the others, and depossess your dancer for the willing body of a Gun Commander or Domina.

If you're spotted, all is not lost—remember, we're in a weapons-free zone here and all of the patrons are pretty drunk. Worst case scenario is that you'll need to get through a quick fist-fight against some of City Faktur's finest before you head out the doors labeled "MZ."

Military Zone

Primary Objective: Get into the main teleporter unit and make your way to the Moonbase.

Sub-Objective: Take out the force guarding the entrance.

After you exit the elevator from Club Kyd's VIP lounge, you'll find yourself in the Military Zone. This is where you were heading in the truck when the bridge was destroyed.

You begin on an elevated walkway. After a few steps, you'll see a short cut-scene that follows a bird flying over the level. Once you regain control, head forward to the intersection and turn right. Look through the bars here and you'll see a lab where a few Armored Behemoths are being worked on. Thankfully, the Cops on patrol down there can't see you.

Turn around and head over to the small balcony-like outcropping. Look down here and you can see a lower plaza with a pair of red Cops on patrol. Wait until one Cop moves into a favorable position and then depossess your current host and glide down to take him over. Odds are you'll trigger a firefight and your Cop will soon be killed. Flutter over and possess the other Cop immediately after your host goes down.

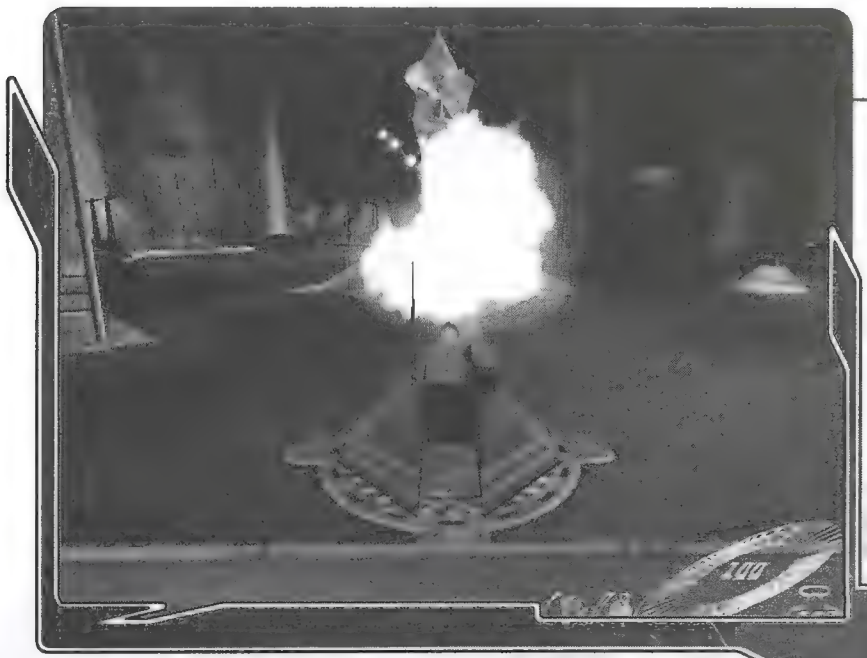
Walk through the large steel door (the one with the green "unlocked" lights) to an anteroom with a few weapons dispensers that will allow you to upgrade your firepower (nice to have, but you really don't need any advanced firepower in this section). Open the next door and step out into the huge plaza.

If you take a few steps forward and enter sniper mode and look to your left, you'll see the huge façade that you first spotted from the truck while heading for the bridge. That building actually contains the massive teleporter to the base on the dark side of

the moon. You'll also notice a small army of Cops standing guard in front of the entrance, plus some other officers wandering around. Forget about a frontal assault—given their combined firepower, there's no way that you can bully through them.

Head over to the railing just outside of the door you just came through—you'll be out of sight of the other Cops here. Jump your current host over the edge, depossessing on the way. Now, turn to the left of the door and use a switch on the side of the small control tower near the wall to lower a platform. As soon is it nears the ground, flutter into the tower to take over the Gun Commander inside.

Ride back into the tower and activate the control panel. You'll now be in control of a massive turreted gun mounted on the plaza (see Figure 7.9). With this weapon, you can easily plow through the column of Cops guarding your access to the teleporter. First, though, turn your attention to the other turret on the opposite side of the plaza and destroy it. By now, many of the Cops will be at the base of your gun tower, so turn the rocket gun on them and take them out. Finally, destroy the crates near the large door (they'll blow up quite easily).



The turreted rocket launcher can really dish out some serious punishment on both the Cops and the architecture of City Faktur.

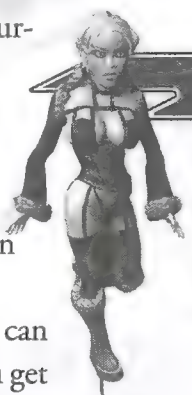
FIGURE 7.9

Once you're finished with these acts of wanton destruction, return to the Gun Commander. Use the switch on the platform to lower yourself to street level. If you head over to the massive door into the teleporter complex, you'll notice a pressure plate switch; you'll need something truly heavy to make that door open.

Sub-Objective: Possess an Armored Behemoth.

Head over to the other side of the plaza where the other Gun Commander had her command tower. Go through the double doors, across the plaza, and into the small lab area. Here, you'll see a Scientist behind a set of bars performing some rather macabre experiments.

The bars are too close together to easily pass, so you'll have to be creative. Move back out to the plaza and ditch the Commander by jumping over the ledge and depossessing her. Now head back to the area near the bars and hunt for the small Rats scurrying around in the shadows. Possess one of the rodents and enter the small air duct opposite the Scientist's cage. Continue on until you see another duct branching off to the left, then turn and head that way.



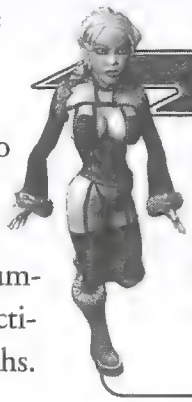
NOTE

If you don't turn left, you can follow the duct up and catch a glimpse of several different locales, including the entrance to the teleporter area, guarded by Armored Behemoths.

While approaching the grate, you can see the scientist working below. As you get even closer, you'll soon be snatched away by that predatory bird we saw earlier. You're helpless, trapped inside of a Rat, soon to be the next meal of this feathered carnivore as it swoops through the entire level.

You'll eventually find yourself deposited in a nest on a ledge above the Armored Behemoth garage you saw when you entered this level. Ah ha! So these are just the heavy objects needed to open the door to the teleporter area. Jump your Rat down to the floor level (the fall won't hurt), and get behind the Cop on the patrol route and wait until his back his turned to you. Depossess the rodent and jump into the Cop.

In order to make things easy on you, you'll have to eliminate all the threats, so use the lift to head back up to the second level. Get close to the red Cop, enter sniper mode, and try for a few quick head shots to kill him quickly. Now drop your own weapon and head back down to the main level. Depossess the Cop and jump into either the Scientist or the Worker. The Cop will see the possession and head right for you, but won't have any weapons, so you can easily head over to the lift and take it back up to get away from the Cop.



NOTE

Be sure to save the game just before you attempt the possession. If you miss, the Armored Behemoth will open fire on Bob and will drop him very easily.

Now head over to green switch number three (it's got a red bar on it) and activate it, awakening one of the Behemoths.

Depending on how long you've been on the second level, the Behemoth may or may not awake in "alert" stage, but he won't know you're in the Scientist, so he won't fire. Move around the catwalk so that you're behind the beast, then depossess the Scientist and swoop down into the Armored Behemoth (aim for the spot right at the base of the neck).

Sub-Objective: Head through the teleporter and learn a new power.

Move the Behemoth over to the exit door and stand on the pressure plate to unlock it, and then open it with the action key. Head across the plaza and through the first of the twin doors. On the other side is a cache of reinforcements sent in to stop you. In the first group, you'll find one Cop armed with a maser, the weapon that can drop your Behemoth in one shot (see Figure 7.10). He's near the back of the bunch and you'll want to enter sniper mode to target him and take him out as quickly as possible. There's also another Maser-toting Cop off in the distance, standing on a platform.

Watch out for the maser. If the Cop carrying it lets loose a shot, it will kill the Armored Behemoth.

FIGURE 7.10

If you see either Maser fire, head back into the door—it'll close after you and the Maser's blasts can't penetrate this barrier (though you will see the beams). Once you take out those Cops, use your gun to take out the others. Next, carefully turn the corner near the door to the tower. Two Cops armed with masers wait for you there, but you should be able to take them out with some quick gunfire.

Step up to the pressure plate to unlock the door and then press action to open it. As soon as it starts opening, backpedal, staying to the left of the door (there's a Cop inside with a maser plus another Armored Behemoth). The Cop shouldn't see you, but the other Behemoth will, so open fire on him as soon he charges you. If you can start damaging him before he can react, he'll be stunned as you fill him full of bullets and will drop quickly.

When he falls, the door will have already closed. Return to the pressure plate, but enter sniper mode before you press the action key to open the door. As soon as you get a bead on the Cop, open fire. Enter the chamber and open the door to the teleporter room. As soon as it's fully open, depossess your Behemoth and run through quickly—it should close before the Behemoth knows what just happened to him.

Once in the teleporter room, you'll need to jump into one of the Scientists and head over to the control panel and press action. This will power-up the teleporter to the dark side of the moon. Depossess the scientist and jump into the teleporter. The energy will crackle as Bob is disassembled atom by atom and beamed out across space.

You arrive on the dark side of the moon in a rather dark and odd-looking lab—the Cryo Area.. Everyone here is dead and the air smells of magnolias and rotting flesh. You'll also notice blood everywhere. Your only clues are the semi-functioning computers in this area that were once used for grinding up Faktur citizens to feed the gluttonous Satan. Near the teleport entrance, behind a large pipe, is the first of these keyboards. Approach it and press action to learn the sad fate of the Scientist who worked here.

Head back to the main lab and continue to the massive robot arm that is loading corpse-laden pallets onto a conveyer leading to the processing and grinding machine (you no doubt noticed the blood pipeline as you entered the area). Back around the corner, near the flickering photos of the victims (the *Messiah* development team, in case you're curious) are two more keyboards (see Figure 7.11). Activate each and you'll learn about a mysterious Spirit Attack that might be the only way to stop Satan, who has broken free of his masters.

After you activate the second keyboard, you'll receive word that the Grinder Room door has been unlocked. Head back to the room and activate the fourth keyboard to learn that the Spirit Attack works only at the instant of depossession. You'll then receive word that the system is diverting the blood flow to allow access through the main door.

Make your way back to the large blood-smeared door and watch as the blood fills up in the clear columns. When the columns are filled, the door will unlock. Use your

You'll need to tap the action key on all four broken keyboards in this lab in order to open the huge access door.

FIGURE 7.11

action key to open it. Head down the dark corridor and jump into the blue teleporter to be transmitted to Satan's holding area.

Satan's Lair

Primary Objective: Defeat the evil Lord Lucifer.

Sub-Objective: Get over to the containment area.

You'll see the Fallen Angel's containment area off in the distance, below the blue jewel of the Earth that hangs in space (see Figure 7.12). It's obvious that the Fathers are no longer in control here and that Satan has transformed the dark side of the moon into something more closely resembling home. The surface of the moon now bubbles with lava as Satan smugly gulps the blood that was prepared for him.

Looking ahead, you can see that you've got quite an expanse to cover. Several rocky spires jut out from the lava between you and Satan. Save the game

TIP

Tilt your view so that you are looking down on Bob. This will provide the best angle to judge landing on a platform. If you're not careful, it's easy to miss a proper landing and end up as cherub flambeau.

It'll take all of the lift that Bob's wings can generate to make it to Satan's containment area.

FIGURE 7.12

now, because making these leaps will take some practice. You'll need maximum distance here, so run to the end of the platform and jump and hold the glide until you reach the peak of your lift, and then flap furiously as you begin to descend.

As soon as you land in the main containment area, the camera will pull away to show Satan in all of his disgusting glory: fat, hoofed, and suckling on a teat that supplies him with fresh blood. You'll also see one of his minions alongside him, an Evil Cherub who's sort of the anti-Bob. Satan explains his plans for the end of the world and tells you, in no uncertain terms, that it is useless for you to try to stop him.

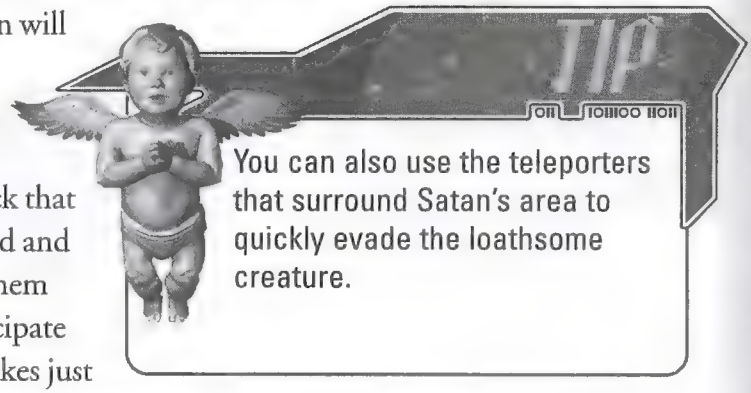
He seems genuinely upset that you've made it this far, and he vows not only to destroy you, but to inflict psychological damage as well. In his gruesome, echoing voice, he proclaims that you will "Feel absolutely terrible about yourself," before you die.

Sub-Objective: Shut down Satan's supply of blood.

Satan will immediately begin to spawn fire-spewing Evil Cherubs into his containment area to possess the terrified Cops and Workers milling around. Your current goal is to shut down the flow of blood to Satan. To do this, you'll need to flip a switch on each of the four large pillars while in possession of a Worker. When a pillar is illuminated in red, you've successfully deactivated it.

This isn't as easy as it sounds, as the Evil Cherubs will try to possess Workers to flip the switches back. If you happen to kill an Evil Cherub, Satan will reach into his belly and spawn another one, so you'll need to be on your toes here.

The best plan of attack is to run to your left towards the first Worker you see. Jump and possess him as fast as you can and make your way to the nearest switch. With each column you shut down, Satan will grow angrier, so you'll need to move very quickly indeed.



You can also use the teleporters that surround Satan's area to quickly evade the loathsome creature.

From time to time, Satan will unleash a deadly Ring of Fire attack that grows outward from the Dark Lord and kills all on the ground by setting them aflame. You'll soon be able to anticipate this assault by the sound Satan makes just before he lets it rip. You'll need to time things right so that you depossess your character and fly over the murderous fire in order to survive.

Once you turn off the valves, the flow of blood to Satan's feeding nipple will cease and he will have no choice but to take you on personally. And make no mistake, he's none too happy about getting his hands dirty (see Figure 7.13). The Evil Cherubs will vacate the scene as Satan leaves his containment cell. This is your cue to save the game and get ready for a fearsome battle.

Satan isn't happy with Bob once his supply of fresh blood is cut off.

FIGURE 7.13

Sub-Objective: Destroy Satan with your Spirit Attack.

Satan begins his attack by chasing you around the containment area. If he gets close he'll attempt to grab Bob and slam him into the ground. You have no defense for this, so your only hope is to keep some distance between you and Satan. You'll also notice a round display appear in the upper left of the screen indicating Satan's health level. Each time you damage the Lord of Darkness, the blood red liquid will drain from the sphere.

TIP

When you hear the audio tip that Satan is about to unleash his Ring of Fire, turn your host toward the evil one before you flee. With any luck, you'll be able to deliver a Spirit Attack as you evade Satan's flames.

Your main form of assault now is the Spirit Attack. In between Satan's attacks, possess one of the Cops or Workers and turn towards your foe. When you depossess the character, a bolt of lightning will stream out of the host. If you've aimed things properly, it should hit the Dark Lord head on, causing significant damage (see Figure 7.14). This is the only attack you have that can damage Satan, so you had better get proficient at it very quickly.

In general, your best plan is to pick a direction to run and keep running; you'll be faster than Satan either as Bob or as a possessed Cop or Worker. The Spirit Attack is less reliable when Satan is up close, so possess a host and run from him. Then stop,

Satan takes a pounding from the Spirit Attack, though you'll find it works best at mid-range.

FIGURE 7.14

turn, and depossess. If you strike him, you'll see his health orb drain. Then immediately run off again and search for another poor soul to take over.

With eight direct hits with the Spirit Attack, you'll drop Satan to his knees as he screams to the heavens and melts into the surface of the moon in a ball of flames. As soon as the Dark Lord vanishes, his containment structure will begin to collapse and explode, and the mortal plane of existence will finally be rid of its most feared demon (though will the poor citizens of City Faktur notice any difference?).

As the structure collapses, Bob is thrown from the mayhem, tumbling across the dusty surface of the Moon. With wide doe-eyes, he looks skyward for his God and a nice pat on the back for a job well-done—only nobody seems to be listening....

APPENDICES

APPENDICES: THE MESSIAH EXPERIENCE

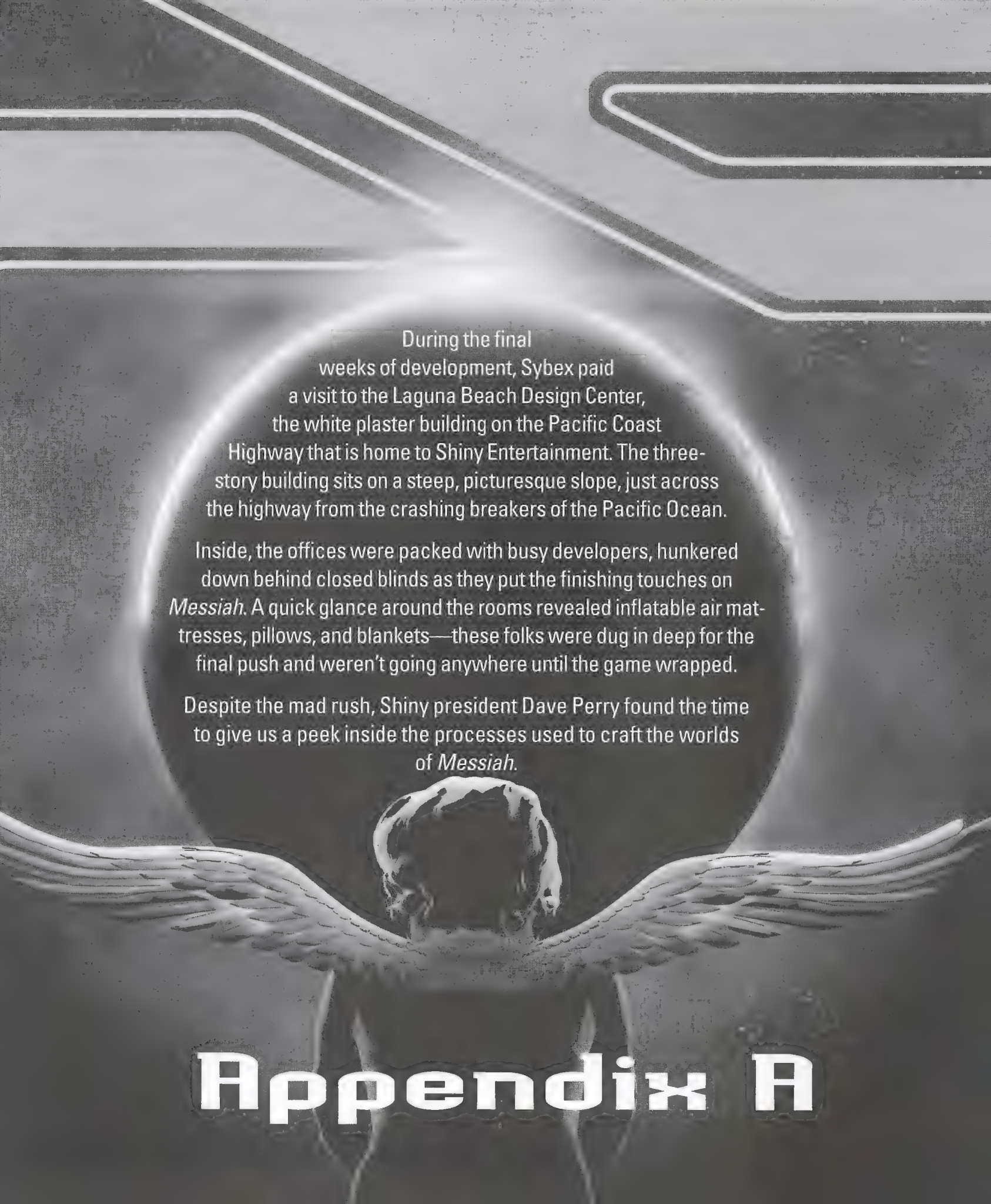
You've saved the world. What now?

The Appendices in this section supply you with extensive information on the Messiah experience.

Appendix A: The Making of Messiah features an interview with the President of Shiny Entertainment and creator of Messiah, Dave Perry. The exclusive Q&A is followed by details on the environments, engine, and architecture behind Messiah.

Appendix B: Internet Resources sends you headlong into the Messiah Internet community. Here you'll find valuable web addresses for official Messiah sites. Bookmark these sites and return now and again to check the latest updates and news. Also, look to this Appendix to learn more about Messiah's development, as well as where to find the most recent updates, Messiah news, fan sites, and message boards.

THE MAKING OF MESSIAH



During the final weeks of development, Sybex paid a visit to the Laguna Beach Design Center, the white plaster building on the Pacific Coast Highway that is home to Shiny Entertainment. The three-story building sits on a steep, picturesque slope, just across the highway from the crashing breakers of the Pacific Ocean.

Inside, the offices were packed with busy developers, hunkered down behind closed blinds as they put the finishing touches on *Messiah*. A quick glance around the rooms revealed inflatable air mattresses, pillows, and blankets—these folks were dug in deep for the final push and weren't going anywhere until the game wrapped.

Despite the mad rush, Shiny president Dave Perry found the time to give us a peek inside the processes used to craft the worlds of *Messiah*.

Appendix A

An Interview with Dave Perry

Dave Perry (Figure A.1) first started out coding with a unique style of arcade games back in the early 1980s. His tool at the time was the small and quirky British PC, the Sinclair ZX81. Perry then cut his professional teeth at Virgin Interactive, crafting the well-known Sega Genesis games *Cool Spot*, *Aladdin*, and *Global Gladiators*.

Dave Perry has come a long way since his first days of hacking out arcade games on the ZX81.

FIGURE A.1

When Perry formed Shiny Entertainment, the company's first title was the breakout console hit *Earthworm Jim* (Figure A.2). From there Shiny tackled the PC platform with the critically acclaimed *MDK*, and then began work on the ambitious tech behind *Messiah* in 1996.

Q. People have heard about the character technology in Messiah for a number of years—can you give us a quick overview of how it's different from what we see in other action games?

A. It's simply more work for us. We design in about one hundred times the polygon detail of a typical *Tomb Raider* character. We do this just in case your computer could actually display all that extra detail. If your computer is not powerful enough, then it works out just how much it can take and drives your computer at 100 percent of its ability.

So if the game scales the detail, then it can allow more characters on screen just by sharing the detail between them. It's fun to be able to stroll around in a room of Cops pretending to be a Cop.

It's also cool to have a game that lets you see your hardware working flat out and then if you upgrade a piece, it will still push that new piece to it's limit.

Earthworm Jim was the hero of the first breakout game from Shiny Entertainment.

FIGURE A.2

How did it feel having the engine make its debut in another title (Interplay's *VR Baseball 2000*)? Was it a vindication of your approach? Or were you frustrated that it beat *Messiah* to the marketplace?

VR Baseball 2000 got the technology when it was still getting invented and developed here. The poor team that worked on *VR Baseball 2000* did not get final code. How they got the game working we will never know.

What or who was the genesis of the game design in *Messiah*—and who came up with the idea of "Bob?"

Bob as a naked baby Cherub came from the idea of being weak, then being strong. So you get to experience both emotions. This was actually a cool aspect of *Earthworm Jim*, a game that we made when we started Shiny. In one level, you played a worm outside a cybernetic suit. The worm was fleshy and weak, getting hurt by just about everything. Then suddenly you can jump into a cybernetic suit and its payback time!

Messiah delivers that feeling and at the same time took it to the next level.

A lot of people don't know what it takes to create a world-class game engine from scratch. Can you give us a sense of the amount of work that went into creating the Saxs Engine?

The team started coding the engine and tools back in February 1996. The tools alone are amazing. They look like something NASA would use. The good news is that we are all set up now for the future.

Here's a "chicken-and-egg" question: Which came first, your desire to craft this new technology, or the idea of the *Messiah* game?

The technology was not necessary to make the game, it just improved it a lot!

Bob seems like a very Reubenesque cherub—did your artists draw creative inspiration from the mediaeval and renaissance painters?

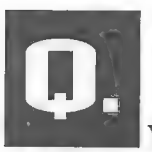
No, Bob is a modern day cherub. He would have a walkman on if he could find one.

Tell us about your design decision to limit the player to one weapon at a time? It goes against the standard approach of weapons management seen most action games.

It's more real than having tons of weapons. We even make the bullets limited so that you play with more stealth than just mowing people down. It makes you feel vulnerable, like playing a game of paintball.

Were you worried that your religion-based backstory might offend some players?

Not really, it's a good vs evil story—just set in the disgusting future.



What about the Chots? They are a very unique sub-culture... almost like something out of the Charlton Heston film, the Omega Man.

The Chots are more like Wookies that live in a sewer.

What was the most rewarding moment during the development of the game?

Getting the Internet demo out. It was our first major hurdle because everything had to work.

What was the most frustrating or maddening moment during development?

How difficult it was to get the Internet demo out!

What aspect of *Messiah*'s development do you think would come as a surprise to the players?

That the police nearly arrested the team members when the pinball machine downstairs set off the alarm one night.

What aspect of the game is the development team most proud of?

The look, the amount of characters, the amount of moving things, the freshness of it, and making it fun to be a baby.

Any plans for a sequel?

Maybe for the next millennium.

How the Worlds Were Made

The environments in *Messiah* are some of the most unique and active ever seen in a 3D game engine. So just how did those worlds get created?

In many games, designers will lay out the flow of the game long before a line of code is written. For games that are all about the moment-by-moment play experience, though, this approach is often too limiting. Designers need to be able to see the game in action before they can really get a sense of what works and what doesn't work. For *Messiah,* that meant getting something—anything—up and running as rapidly as possible, so that the engine would begin to feel and act like a game.

The game was sculpted from here as ideas grew out of the capabilities of the technology and the creativity of the design team while putting revision after revision of the game code through its paces. Eventually, a clear picture of a flow through the game emerged, and the initial environments were envisioned.

Messiah's game worlds were not cut-and-dry exercises in implementation—on the contrary, they were living works, constantly tweaked, examined, and re-tweaked until just before the game "went gold." According to the designers, each level of the game has taken nearly a year to create, from design through polished implementation. Let's take a quick look at the process.

A Touch of Tech

The graphics of *Messiah* are powered by the Saxs Engine, a cutting edge 3D engine crafted by Saxs, the Danish-born lead programmer on the team. The engine was first started in 1996, and after three years of development, it's quite an accomplishment.

If you're an experienced 3D game junkie, then two things will stand out about the tech in *Messiah*: the characters and the environment.

On the character side of things, the Saxs Engine is designed to perform "real time tessellation" on the "actors" you see within the game. The characters themselves are modeled and animated in 3D Studio Max. While other 3D games may use source models that consist of just a little over 1,000 polygons, the models in Messiah are crafted with tens of thousands of polygons. This allows for stunning character complexity and detail.

As the engine is running, it will scale down the number of polygons per character to match not only the speed of your computer system, but also to match the number of characters seen on screen at any given time. If you have a slower system or run into an environment with many characters on screen simultaneously, then the poly count of each character will be reduced on-the-fly. Conversely, if you have a fast system, or are the only character on the screen, then the poly count (and hence the detail level) of the character will be very impressive.

The Saxs Engine is what is called a "portal engine." What does that mean? Let's backtrack just a touch. In a 3D engine, one of the trickiest tasks is how to tell the computer what it's "seeing" at any given instant. If you have en entire level of architecture, then you are surrounded by walls, arches and machines all around you, but you are only seeing one view (generally where your character is looking) at any given time. If a computer attempted to process the math to compute each and every bit of geometry at all times, then the game would bog down. The real trick is to focus the computer only on what's important.

How you do that is the subject of many, many coding books. You may have heard of BSP (Binary Search Partition) trees—this is one way to cull out geometry and has been used quite successfully in games like Quake. A portal engine uses the concept of a portal to accomplish the same type of information culling. Think of a portal as something like a door or a window. If the door or window is closed, then you don't have to worry about what's behind it, because your will never see it.

In a portal engine, a world is "chopped up" into room-sized mini-environments (though some of these "rooms," like the plaza in *Messiah*'s Military Zone, can be quite huge) that the computer can process quite effectively. The computer only has to process the geometric data in the next room once a door is opened. Move from one room to the next and when the door shuts behind you, the computer can immediately cull out all of the data representing the room you just left.

Portal engines have been around for several years in the theoretical sense, but not too many true 3D games have utilized them yet. They are truly the "next wave" in this type of 3D rendering technology.

Crafting the Living Geometry

In order to create the world of City Faktur in *Messiah*, the designers at Shiny had to work through multiple steps. After some initial planning, the 3D geometry (the architecture) of the world was created in the 3D modeling program 3D Studio (Release 4). While some 3D game developers create their own 3D tools, the programmers at Shiny realized that they didn't have to reinvent the wheel when it came to crafting the skeleton of the world.

Within 3D Studio, the artists were able to sculpt the geometry that make up the floors, walls, and ceilings of the *Messiah* world. They also worked within this tool to craft the moving elements of the game, like giant robot arms and massive pieces of machinery. Each group of 3D geometry was then named, to allow the game engine to have direct access to them (for such things as explosive boxes and such).

Certain pieces of geometry, like those for the weapon dispatcher, were created only once (they could then be copied and pasted into an artist's level). Since the Saxs Engine is portal based, the artists would work on a single room at a time within 3D Studio. When they needed to link one room to another, they would create a polygon that would serve as the portal and name it specifically. The room on the other side of this portal would also have a similarly named polygon—in that way, the game engine would know how to link up these rooms in the game.

Once the raw geometry was created, the designer would load it into a tool called RenEd (Figure A.3). This tool was developed at Shiny to allow the designers to create interactive worlds for the game. After an environment was loaded into RenEd, the designers applied textures to the various surfaces. Textures are 2D bitmaps created by Shiny artists to represent the surfaces of objects, like the black asphalt of the street or the dripping rusty metal of a lab wall.

Once an environment was textured, the next step was to place the lights. In RenEd, lights look like small octahedrons floating in the air. The designer can configure the color and power of a light source. Once lights are placed, the level is processed so that the lighting can be calculated. Now, the designer can begin to get a glimpse, within RenEd, of what his level will look like within the game. It takes weeks of tweaking to get the lighting to look just right—natural and yet dramatic.

Once the shell of the environment is created, it is still nothing more than a lifeless, albeit gorgeous, bundle of geometry. The next step is to begin placing actors (enemies and dynamic objects), paths, and triggers. Paths are areas of movement that tell an actor (like a Cop on patrol) where to move. Triggers are invisible volumes of space.

RenEd is the in-house tool used to breathe life into *Messiah*'s environments. Here you can see some trigger volumes and some actors placed within the editor.

FIGURE A.3

When a character, or you as the player bump, into one of these invisible triggers, it will set a script sequence in motion.

The heart and soul of *Messiah*'s interactivity lies within these script sequences. Scripts are like program code—in fact, the custom scripting language created for Messiah is very similar to C code. Once a level is ready for scripting, the designer and the script-writer sit down and work through all of the triggers. They go over what's supposed to happen where and when, from the most advanced sequences (like a war between the Chots and the Cops) to the most simple (like a little puff of steam coming from a pipe).

This process is very time consuming, but it allows for maximum flexibility and is the reason why there are so many unique actions and interactions within the game. Once the scripts are written, the entire mass of data (geometry, triggers and paths, and scripts) is compiled into the needed files that can then be loaded up as *Messiah* and played as an in-game environment.

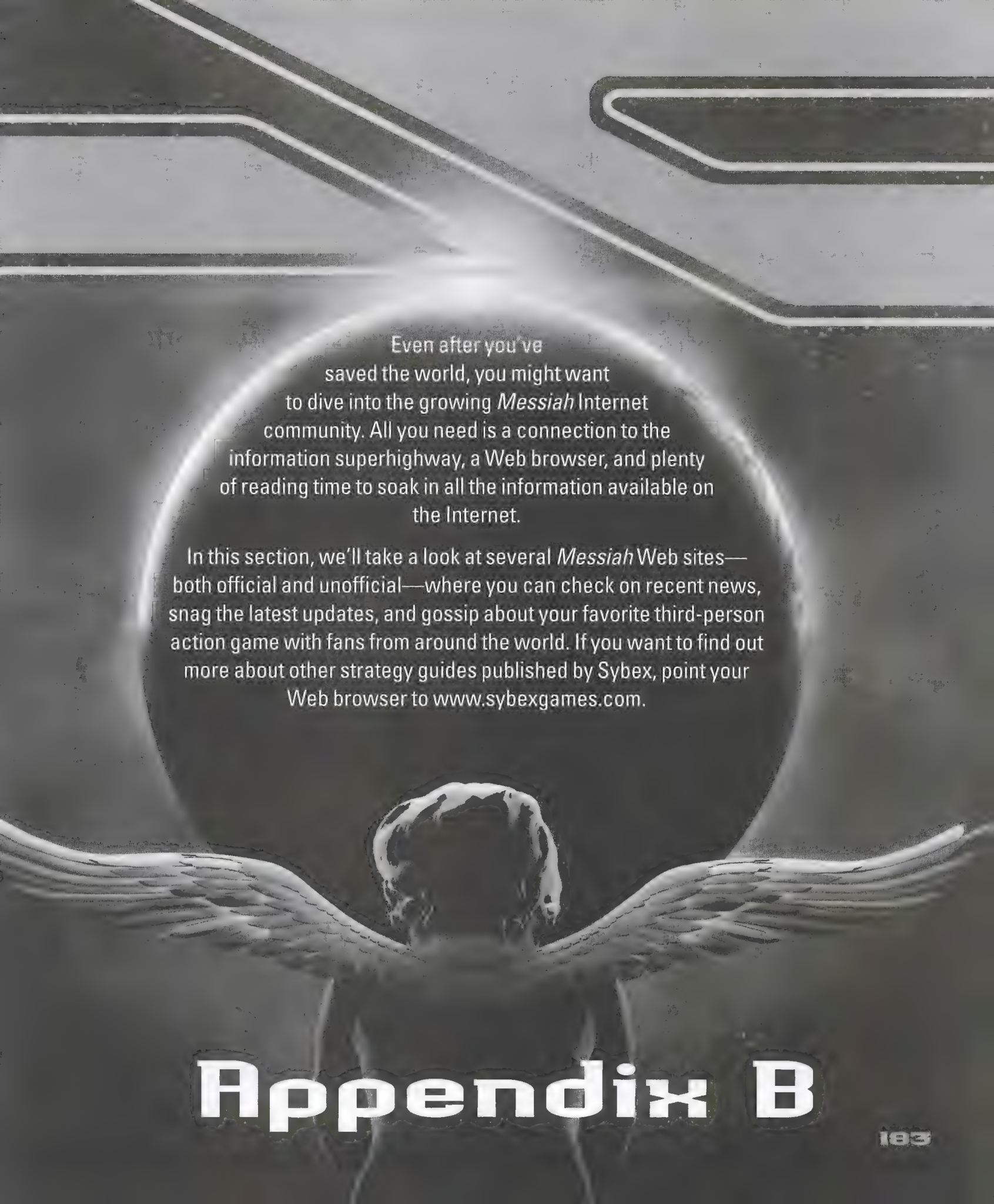
Script Example

The following is a small section of the interactive script from *Messiah*, taken from City One-Sector 2:

```
//********** Starts pulsing light when grinder is destroyed **********
            if(VarKey19==2)
            {
            vector(_set,tmpvector,0,-80,-80);
                  vector(_set,Gactorpos,3959,800,9385);
                  spawnlight(LightPulseOmni3,-
1,Gactorpos,tmpvector,EmptyVector,600);
                  CurEnvTrigger("grinder");
                  call(KeyObjTrigger,255,1);
                  float(_set,VarKey19,3);
            }
      }
      elseif(VCurSet=="s2r2")
      {
            CurEnvTrigger("door23");
            if(VTrigger==_DIREnvTrigger && VTrigger==_DIRaction)
            {
                  message("Door Locked",120,10);
                  sample(SFXAccessDenied,Gactorpos);
                  direction(_clr,_DIRaction);
            }

            CurEnvTrigger("lift");
            if(VTrigger==_DIREnvTrigger && VTrigger==_DIRaction)
            {
                  call(KeyObjTrigger,255,1);
            }
```

INTERNET RESOURCES



Even after you've saved the world, you might want to dive into the growing *Messiah* Internet community. All you need is a connection to the information superhighway, a Web browser, and plenty of reading time to soak in all the information available on the Internet.

In this section, we'll take a look at several *Messiah* Web sites—both official and unofficial—where you can check on recent news, snag the latest updates, and gossip about your favorite third-person action game with fans from around the world. If you want to find out more about other strategy guides published by Sybex, point your Web browser to www.sybexgames.com.

Appendix B

Official Messiah Sites

Official Web sites provide the most accurate information about a particular title, and the *Messiah* official sites are no different. Here you'll find the latest news, updates, and improvements for your favorite apocalyptic action game. Additionally, official sites typically include company-approved bonuses like conceptual art, interviews with the designers, and insight into the technology that powers the game.

Interplay's Home Page

Interplay's Web site, found at www.interplay.com, serves as a gateway into Interplay's large catalog of titles. Further exploration reveals facts on their upcoming slate of titles as well. Though the Interplay home page doesn't offer much *Messiah* information itself, it does provide a link to the game's official page (mentioned later in this section) and contact information for technical and customer support.

Shiny Entertainment's Home Page

Shiny Entertainment's homepage, located at www.shiny.com, bears similarities to Interplay's home page as it serves as a portal to other Web sites showcasing their title catalogs. On Shiny's front page you'll find links to the *Messiah* home page (described in the next section), as well as the latest information on its upcoming game *Sacrifice.*

Shiny's online home page makes ample use of sophisticated Web graphics and animation, so you'll want to use the latest Netscape Navigator or Microsoft Internet Explorer browsers while visiting. Clicking on the Shiny Entertainment graphic at the bottom of the front page takes you deeper into the site where you'll find contact information, links, and press releases concerning their Shiny's slate of current and upcoming titles.

Messiah.com

If you're searching for the most comprehensive information about the making of *Messiah,* point your Web browser to www.messiah.com and explore the official online site. Bookmark this site and return from time to time to check up on the latest *Messiah* news and updates.

Messiah.com offers a look at the development of *Messiah* with early character conceptual sketches, including the Cops, Workers, and Behemoths. Should you wish to see some of these early concepts in motion, visit the animation section. If you're

interested in the nuts-and-bolts that power *Messiah*, head into the technology section and read in detail about the texture and animation techniques; example images are also included. An extensive section on *Messiah*'s music is also featured, including links to Fear Factory's website and an article on Jesper Kyd, a composer who crafted original music for the game.

It takes several sittings to thoroughly sample all that Messiah.com has to offer. If you're simply searching for the latest information or an update to the game, dive into the Frequently Asked Questions (FAQ) section, which should answer all questions about *Messiah* and its future.

Dave Perry's Home Page

An excellent developer's resource of information, Dave Perry's high-energy personal website, www.dperry.com, includes many diverse sections focusing mostly on the nuts and bolts of game design and technology. For instance, dive into "Industry" and follow the links for information on 3D artists, programmers, designers, musicians, and producers.

You can read all of Perry's developer conference speeches by exploring the "Speeches" area. Perhaps the most interesting article you'll find inside is Dave Perry's *Messiah* speech. The article provides insight into the creation of the game and Shiny's concept of design, character, and gameplay.

Messiah Fan Sites

Fan sites differ from the official Web sites because typical, yet very passionate, gamers create and operate them. Internet fan site Web masters, including those that handle *Messiah* sites, devote hours of time to develop and maintain visually impressive and information-packed Web pages about their favorite game. Keep in mind, though, that since fan sites aren't affiliated with Interplay or Shiny, some information you'll find may be inaccurate. Head first to the official sites when seeking the most up-to-date information on *Messiah*.

Messiah Press

One of the earliest and most updated *Messiah* fan sites is Messiah Press, located at www.messiahpress.com. The daily updated news page immediately welcomes readers with information the Web master has scoured from the Internet.

Messiah Press really shines in its "Miscellaneous" section. Here you'll find a comprehensive list of all the prerelease interviews conducted by *Messiah* designers Dave

Perry, Michael "Saxs" Persson, and the entire Team Ego. Another information-packed area of the site is "Files." Here you'll find loads of development and pre-release goodies to download, including Windows wallpaper, the first *Messiah* video trailer, early music tracks, and sound effect samples.

Messiah World

Your second stop through the Messiah fan site community should be Messiah World, located at messiahworld.telefragged.com. While not updated as frequently as Messiah Press, Messiah World does offer loads of prerelease goodies, such as early character sketches and information, links to Team Ego interviews, and a comprehensive listing of press releases and coverage dating back from *Messiah*'s inception.

Messiah World includes its own message forum, where fans and players can gather and share stories about *Messiah* and its development. While the message board wasn't flourishing before it's the game's release, it's sure to be packed with topics and new readers once everyone's able to play Shiny's latest action-adventure title.

Voodoo Extreme

Voodoo Extreme is the official host of all Shiny forums, including the message board for *Messiah*. While Voodoo Extreme (located at www.voodooextreme.com) doesn't focus solely on *Messiah*, the popular Internet site offers the latest info on anything and everything 3D-related on the PC—which of course includes plenty of up-to-the-minute *Messiah* news. Voodoo Extreme also featured a Shiny-sponsored *Messiah* contest for weeks before the game's release. Readers viewed pre-release screenshots and searched each for a single, hidden letter. Once all the letters were accumulated, the reader attempted to form the mystery sentence. If solved, the winner received a stash of prizes, including an autographed version of the *Messiah* box.

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About the Authors

Doug Radcliffe spent the majority of his childhood playing *Combat* on the Atari 2600, *Sea Battle* on the Intellivision, and *Cyberball 2072* in the arcades. Since graduating to computer games, he has authored over a dozen strategy guide books and online features covering a wide variety of game genres. He also spent time as editor-in-chief of a popular Internet PC gaming web site and worked as a freelance writer for several publications.

Paul Schuytema has been involved with games nearly all of his life and computer games since the late 1970s. He has authored half a dozen books on game strategy and has published over 200 articles on general technology, gaming, game strategy, and game design. In recent years, he has been the contributing editor for game design for *Computer Gaming World*, the lead designer for *MechWarrior 3*, and the producer/designer of *Prey*. He also works as a freelance game design consultant and independent game developer through his studio, Magic Lantern Playware.

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